20070502 "25768001

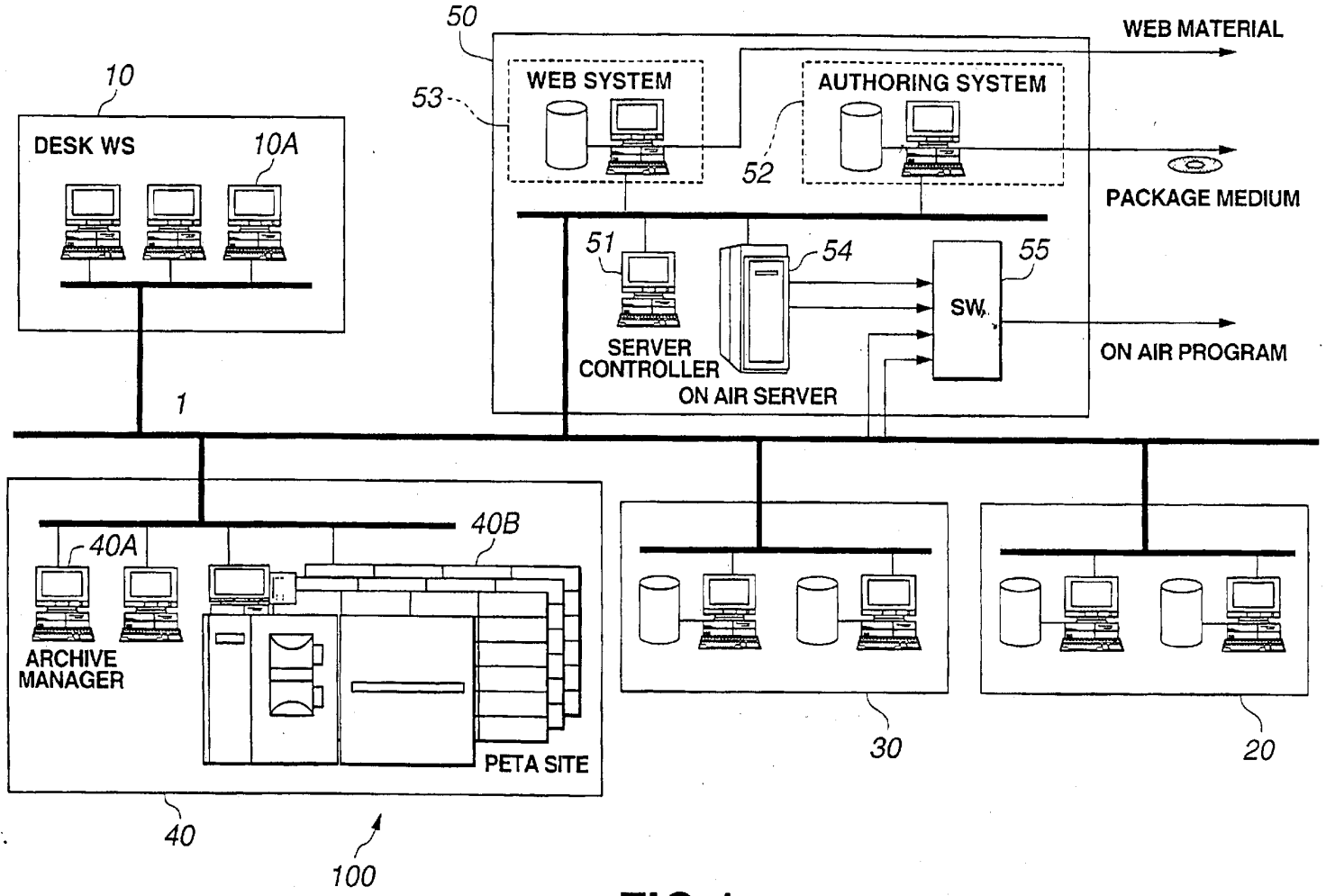


FIG.1



10/009152

10/009152

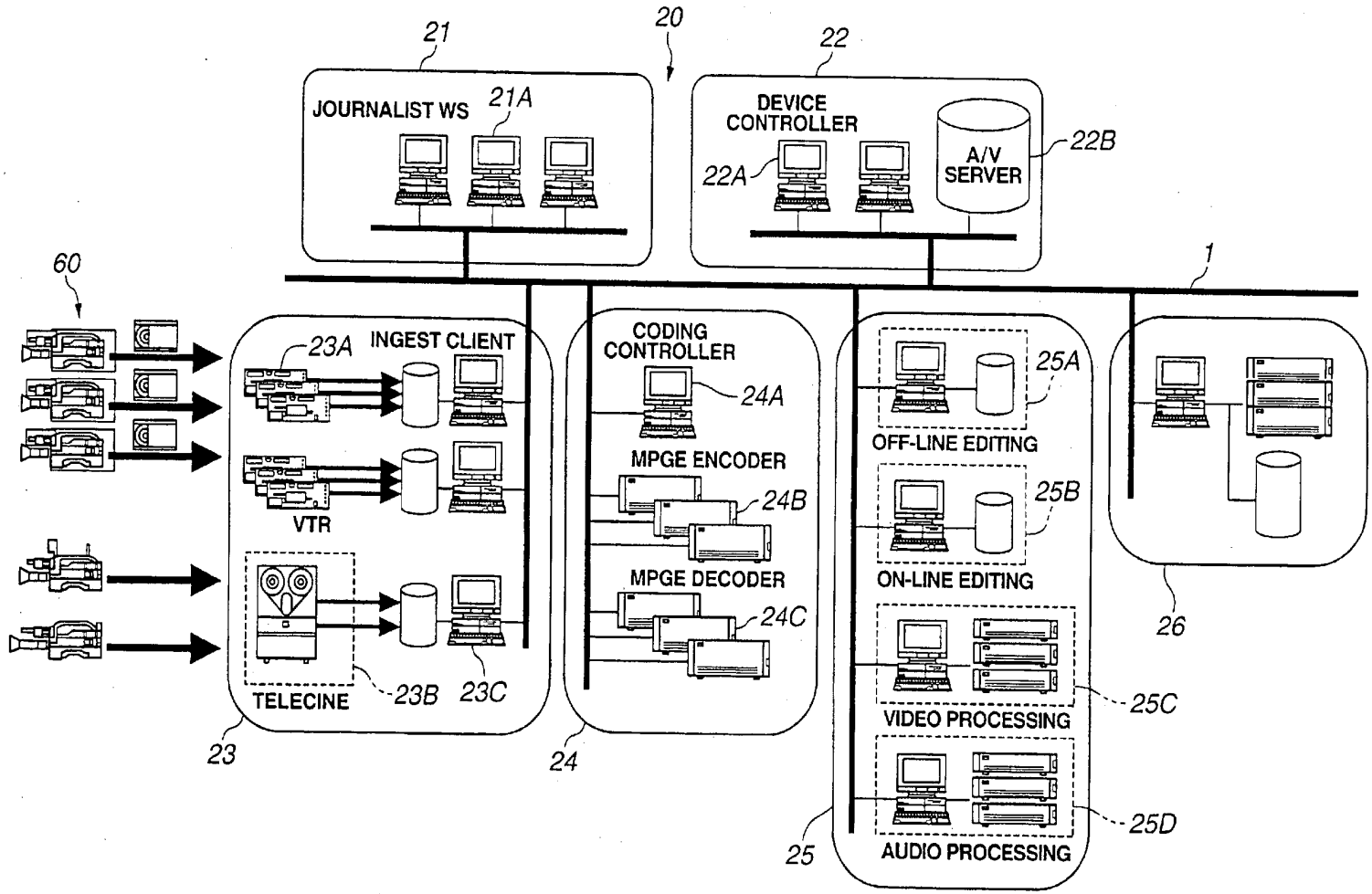


FIG.2

20050525150001

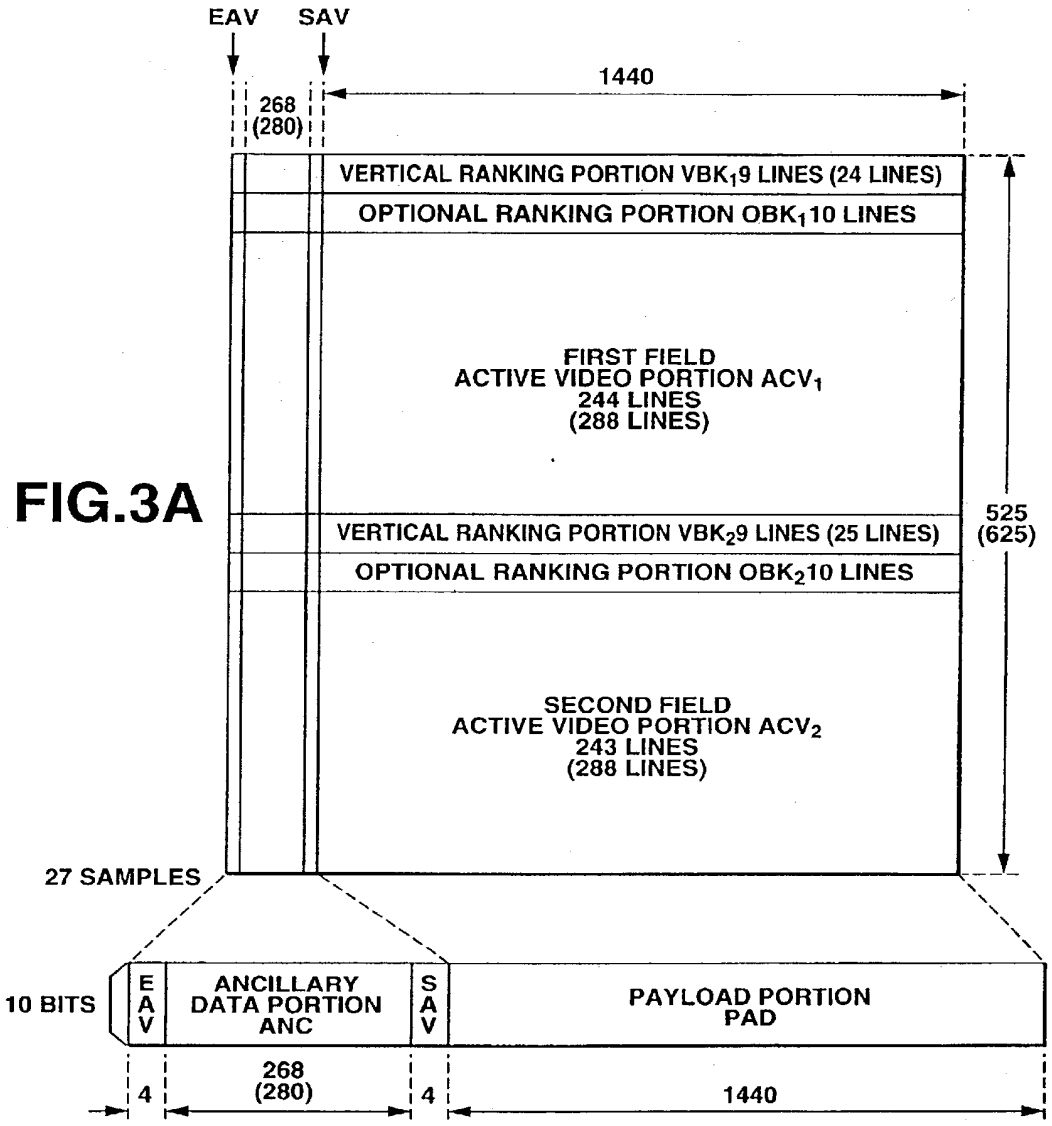


FIG.3A

FIG.3B

09/05/2001 15:07:26

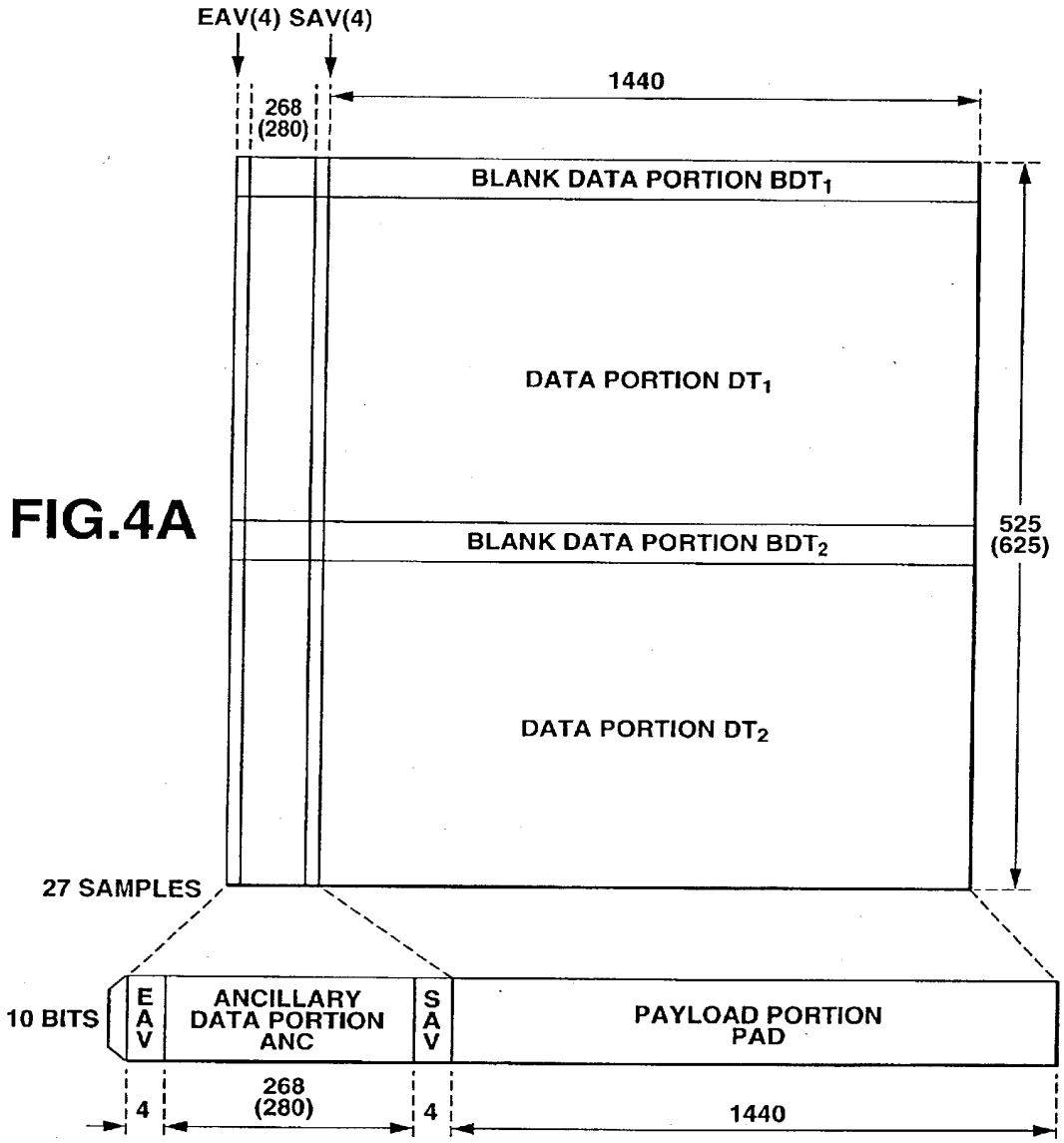


FIG.4A

FIG.4B

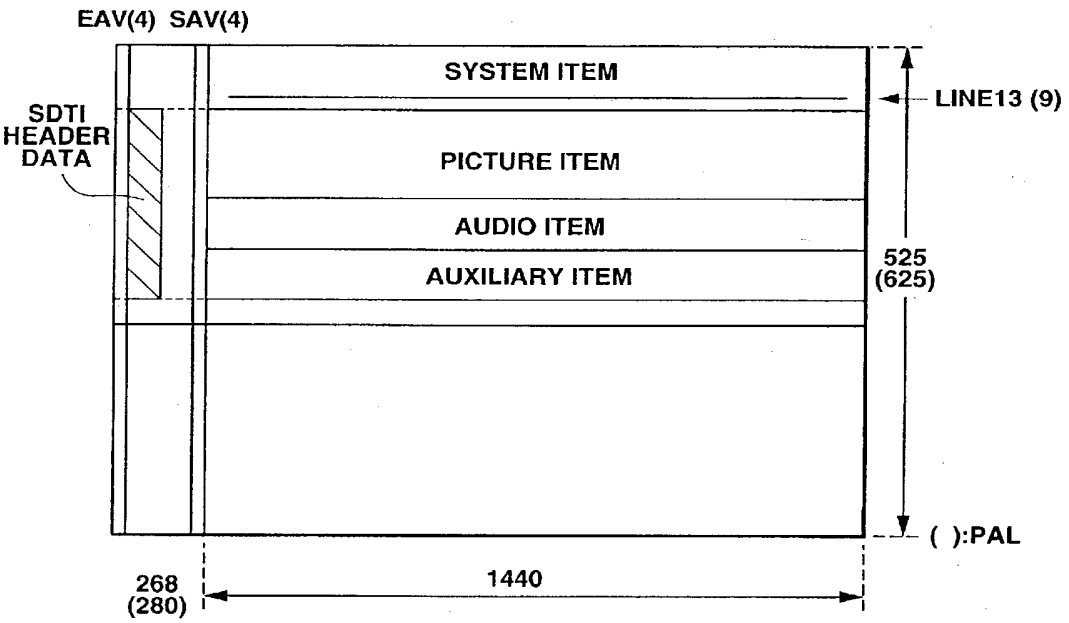
EAV(4) SAV(4)
SYSTEM ITEM
LINE13 (9)
SDTI
HEADER
DATA
PICTURE ITEM
AUDIO ITEM
AUXILIARY ITEM
525
(625)
( ):PAL
268
(280)
1440

FIG.5

20/090° 2S16000T

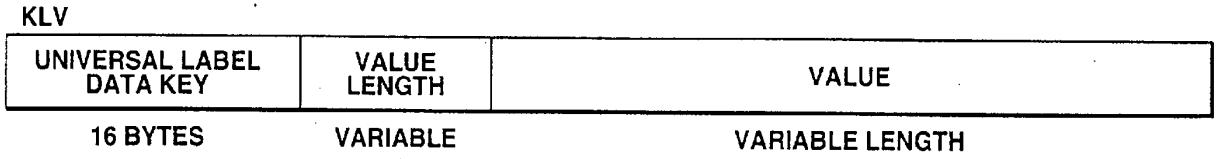


FIG.6



10/009152

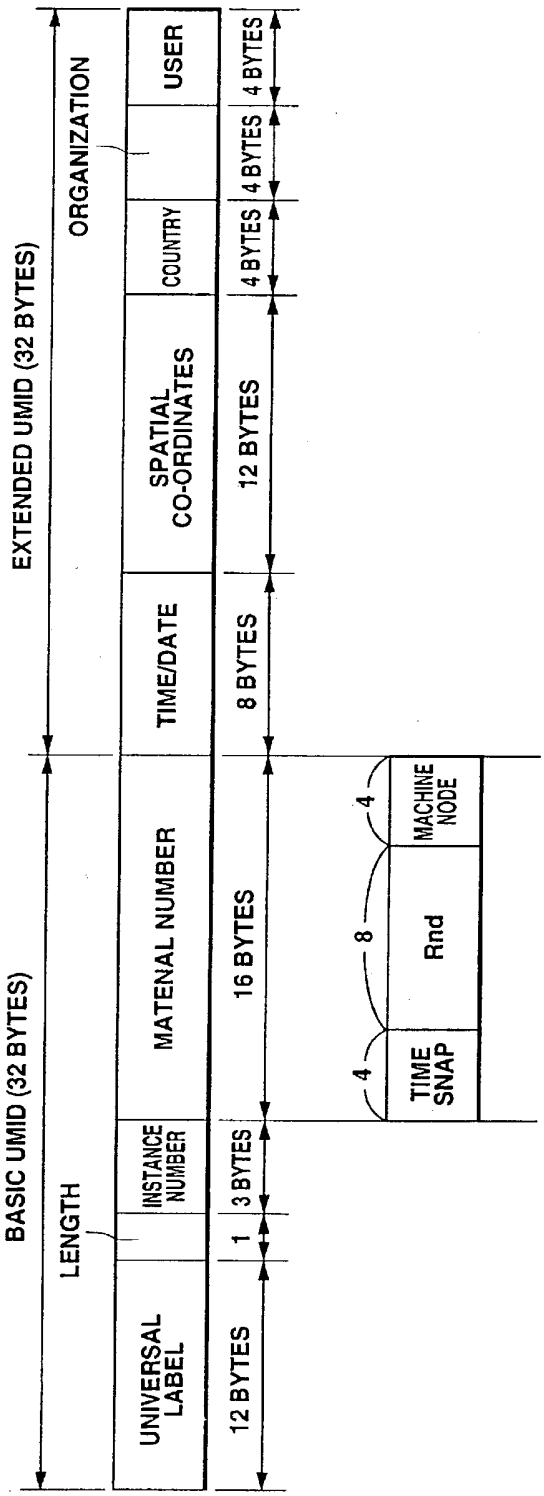
BASIC UMID (32 BYTES)
EXTENDED UMID (32 BYTES)
LENGTH
ORGANIZATION
UNIVERSAL LABEL
INSTANCE NUMBER
MATENAL NUMBER
TIME/DATE
SPATIAL CO-ORDINATES
COUNTRY
USER
12 BYTES
1
3 BYTES
16 BYTES
8 BYTES
12 BYTES
4 BYTES
4 BYTES
4 BYTES
4
8
4
TIME SNAP
Rnd
MACHINE NODE

FIG.7

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 01 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | IDENTIFIERS & LOCATORS | Class 1 ID and Locator | Class 1 metadata is reserved for abstract Identifiers & locators | #REF! | | | | Node | |
| 2 | 01 | 01 | 00 | 00 | 00 | 00 | 00 | 00 | Globally Unique Identifiers | Globally Unique ID | Unique identifiers and locators | #REF! | | | | Node | |
| 3 | 01 | 01 | 01 | xx | Null | Null | Null | Null | UMID Video | UMID Video | Unique Material Identifier for video essence. Note - the UMID has a 12 byte SMPTE label | #REF! | As per standard | | | Leaf | |
| 4 | 01 | 01 | 02 | xx | Null | Null | Null | Null | UMID Audio | UMID Audio | Unique Material Identifier for audio essence. Note - the UMID has a 12 byte SMPTE label | #REF! | As per standard | | | Leaf | |
| 5 | 01 | 01 | 03 | xx | Null | Null | Null | Null | UMID Data | UMID Data | Unique Material Identifier for data essence. Note - the UMID has a 12 byte SMPTE label | #REF! | As per standard | | | Leaf | |
| 6 | 01 | 01 | 04 | xx | Null | Null | Null | Null | UMID System | UMID System | Unique Material Identifier for system information. Note - the UMID has a 12 byte SMPTE label | #REF! | As per standard | | | Leaf | |
| 7 | 01 | 01 | 10 | 00 | 00 | 00 | 00 | 00 | International broadcasting organisation Identifiers | International Broadcasting Station ID | Internationally recognised identifiers registered by broadcasting organisations | #REF! | | | | Node | |
| 8 | 01 | 01 | 10 | 01 | 00 | 00 | 00 | 00 | Organisation Identifiers | Organisation Class | The broadcasting organisation concerned | #REF! | ISO 7-bit char | 127 bytes max | | Leaf | |
| 9 | 01 | 01 | 10 | 03 | 00 | 00 | 00 | 00 | Programme Identifiers | Program ID | Unique programme identifiers | #REF! | | | | Node | |
| 10 | 01 | 01 | 10 | 03 | 01 | 00 | 00 | 00 | UPID | UPID | Unique Program Identifier (ATSC A/57) | #REF! | As per standard | | | Leaf | |
| 11 | 01 | 01 | 10 | 03 | 02 | 00 | 00 | 00 | UPN | UPN | Unique Programme Number (ITVA) | #REF! | As per standard | | | Leaf | |
| 12 | 01 | 01 | 10 | 04 | 00 | 00 | 00 | 00 | Physical Media Identifiers | Media ID | Physical media identifiers | #REF! | | | | Node | |
| 13 | 01 | 01 | 10 | 04 | 01 | 00 | 00 | 00 | Tape Identifiers | Same as 64 | Tape identifiers | #REF! | | | | Node | |
| 14 | 01 | 01 | 10 | 04 | 01 | 01 | 00 | 00 | IBTN | EBU ID No | EBU International Broadcast Tape Number | #REF! | As per standard | | | Leaf | |
| 15 | 01 | 01 | 11 | 00 | 00 | 00 | 00 | 00 | ISO Identifiers | ISO ID | Unique Identifier (ISAN) | #REF! | | | | Node | |

FIG.8

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 16 | 01 | 01 | 11 | 01 | 00 | 00 | 00 | 00 | ISAN | ISO Audio Visual No | ISO Audio-Visual Number | #REF! | As per standard | | | Leaf | |
| 17 | 01 | 01 | 11 | 02 | 00 | 00 | 00 | 00 | ISBN | ISO Book No | ISO Book Number | #REF! | As per standard | | | Leaf | |
| 18 | 01 | 01 | 11 | 03 | 00 | 00 | 00 | 00 | ISSN | ISO Serial No | ISO Serial Number | #REF! | As per standard | | | Leaf | |
| 19 | 01 | 01 | 11 | 04 | 00 | 00 | 00 | 00 | ISWC | ISO Musical Work Record | ISO Musical Work Code | #REF! | As per standard | | | Leaf | |
| 20 | 01 | 01 | 11 | 05 | 00 | 00 | 00 | 00 | ISMN | ISO Printed Music No | ISO Printed Music Number | #REF! | As per standard | | | Leaf | |
| 21 | 01 | 01 | 11 | 06 | 00 | 00 | 00 | 00 | ISCI | ISO Commercial No | ISO Commercial Identifier | #REF! | As per standard | | | Leaf | |
| 22 | 01 | 01 | 11 | 07 | 00 | 00 | 00 | 00 | ISRC | ISO Recording Code | ISO Recording Code | #REF! | As per standard | | | Leaf | |
| 23 | 01 | 01 | 11 | 08 | 00 | 00 | 00 | 00 | ISRN | ISO Report No | ISO Report Number | #REF! | As per standard | | | Leaf | |
| 24 | 01 | 01 | 11 | 09 | 00 | 00 | 00 | 00 | ISBD | ISO Term Synopsis | ISO Bibliographic Descriptor | #REF! | As per standard | | | Leaf | |
| 25 | 01 | 01 | 11 | 0A | 00 | 00 | 00 | 00 | ISTC | ISO Textual Work Code | ISO Textual Work Code | #REF! | As per standard | | | Leaf | |
| 26 | 01 | 01 | 13 | 01 | 00 | 00 | 00 | 00 | DOI | Digital Object No | Digital Object Identifier | #REF! | As per standard | | | Leaf | |
| 27 | 01 | 01 | 14 | 00 | 00 | 00 | 00 | 00 | Compound IDs | Compound ID | Compound Identifiers | #REF! | | | | Node | |
| 28 | 01 | 01 | 14 | 01 | 00 | 00 | 00 | 00 | SICI | Serial Item and Contribution ID | Serial Item and Contribution Identifier | #REF! | As per standard | | | Leaf | |
| 29 | 01 | 01 | 14 | 02 | 00 | 00 | 00 | 00 | BICI | Book Item and Component ID | Book Item and Component Identifier | #REF! | As per standard | | | Leaf | |
| 30 | 01 | 01 | 14 | 03 | 00 | 00 | 00 | 00 | AICI | Audio-Visual Item and Component ID | Audio-Visual Item and Component Identifier | #REF! | As per standard | | | Leaf | |
| 31 | 01 | 01 | 14 | 04 | 00 | 00 | 00 | 00 | PII | Publisher ID | Publisher Item Identifier | #REF! | As per standard | | | Leaf | |
| 32 | 01 | 01 | 15 | 00 | 00 | 00 | 00 | 00 | Object Identifiers | Same as 65 | Object Identifiers | #REF! | | | | Node | |
| 33 | 01 | 01 | 15 | 01 | 00 | 00 | 00 | 00 | GUID | Internet Globally Unique ID | The Internet Engineering Task Force 16 byte Globally Unique Identifier | #REF! | As per standard | | | Leaf | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 34 | 01 | 01 | 15 | 02 | 00 | 00 | 00 | 00 | GUID and SMPTE label identifiers | SMPTE Level | Identifier containing SMPTE label or 16 byte GUID | #REF! | | | | Node | |
| 35 | 01 | 01 | 15 | 02 | 01 | 00 | 00 | 00 | MobID | ID of Metadata Object | Identifies the Metadata Object with a SMPTE label or GUID | #REF! | AUID | 16 bytes | | Leaf | W25.52 |
| 36 | 01 | 01 | 15 | 02 | 02 | 00 | 00 | 00 | Definition object identifiers | Details of Object ID | | #REF! | | | | Node | |
| 37 | 01 | 01 | 15 | 02 | 02 | 01 | 00 | 00 | DefinitionObject_Identification | Details of Object ID | Defines SMPTE label or GUID for definition object | #REF! | AUID | 16 bytes | | Leaf | W25.52 |
| 38 | 01 | 01 | 15 | 02 | 02 | 02 | 00 | 00 | GenerationAUID | Version Display of Container | Defines an identifier association with version of container | #REF! | AUID | 16 bytes | | Leaf | W25.52 |
| 39 | 01 | 01 | 13 | 00 | 00 | 00 | 00 | 00 | CNRI Handles | CNRI | Corporation for National Research Initiatives (CNRI) Identifier(s) | #REF! | | | | Node | |
| 40 | 01 | 01 | 16 | 00 | 00 | 00 | 00 | 00 | Device Identifiers | Device ID | Unique identifiers for any device used in programme production - cameras, microphones, editing, colour grading etc | #REF! | | | | Node | |
| 41 | 01 | 01 | 15 | 01 | 00 | 00 | 00 | 00 | Device Designation | Device Designation | Identifies the "house name" of the device used in capturing or generating the essence | #REF! | ISO 7-bit char string | 32 chars max | | Leaf | |
| 42 | 01 | 01 | 16 | 02 | 00 | 00 | 00 | 00 | Device Make | Device Preparation | Identifies the device make used in capturing or generating the essence. | #REF! | ISO 7-bit char string | 32 chars max | | Leaf | |
| 43 | 01 | 01 | 15 | 03 | 00 | 00 | 00 | 00 | Device Model | Device Model | Identifies the device model used in capturing or generating the essence. | #REF! | ISO 7-bit char string | 32 chars max | | Leaf | |
| 44 | 01 | 01 | 15 | 04 | 00 | 00 | 00 | 00 | Device Serial Number | Device Serial No | Alphanumeric serial number identifying the individual device | #REF! | ISO 7-bit char string | 32 chars max | | Leaf | |
| 45 | 01 | 02 | 00 | 00 | 00 | 00 | 00 | 00 | Globally Unique Locators | Globally Unique Locator | Location identifiers | #REF! | | | | Node | |
| 46 | 01 | 02 | 01 | 00 | 00 | 00 | 00 | 00 | UR locators (and "identifiers") | Unique Resource ID | Unique Resource IDs | #REF! | | | | Node | |
| 47 | 01 | 02 | 01 | 01 | 00 | 00 | 00 | 00 | URL | Unique Resource Locator | Unique Resource Locator | #REF! | | | | Type Node | |
| 48 | 01 | 02 | 01 | 01 | 01 | 00 | 00 | 00 | URL | Unique Resource Locator | Unique Resource Locator | #REF! | ISO 7-bit char | 127 bytes max | | Leaf | |

FIG.9

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 49 | 01 | 02 | 01 | 01 | 02 | 00 | 00 | 00 | URLString | Unicode URL String | Contains a Unicode URL String | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 50 | 01 | 02 | 01 | 02 | 00 | 00 | 00 | 00 | PURL | Persistent URL | Persistent Universal Resource Locator | #REF! | ISO 7-bit char | 127 bytes max | | Leaf | |
| 51 | 01 | 02 | 01 | 03 | 00 | 00 | 00 | 00 | URN | Resource Name | Unique Resource Name | #REF! | ISO 7-bit char | 127 bytes max | | Leaf | |
| 52 | 01 | 02 | 02 | 00 | 00 | 00 | 00 | 00 | Media locators | Media Locator | Locators for a digital media, data, metadata file etc | #REF! | | | | Node | |
| 53 | 01 | 03 | 01 | 00 | 00 | 00 | 00 | 00 | Local Identifiers | Local ID | Identifier unique to the local context | #REF! | | | | Node | |
| 54 | 01 | 03 | 01 | 01 | 00 | 00 | 00 | 00 | Administrative identifiers | Administration ID | Identifiers relating to Business and Administration | #REF! | | | | Node | |
| 55 | 01 | 03 | 01 | 01 | 01 | 00 | 00 | 00 | Transmission Identifier | Transmission ID | Identifier for transmission control | #REF! | ISO 7-bit char string | 32 chars max | | Leaf | |
| 56 | 01 | 03 | 01 | 01 | 02 | 00 | 00 | 00 | Archive Identifier | Archive ID | Identifier for archival purposes | #REF! | ISO 7-bit char string | 32 chars max | | Leaf | |
| 57 | 01 | 03 | 01 | 01 | 03 | 00 | 00 | 00 | Item ID | Item ID | Identifier of a content item | #REF! | ISO 7-bit char string | 32 chars max | | Leaf | |
| 58 | 01 | 03 | 01 | 01 | 04 | 00 | 00 | 00 | Accounting Reference | Reference No for Accounting Purposes | Reference number for accounting purposes | #REF! | ISO 7-bit char string | 32 chars max | | Leaf | |
| 59 | 01 | 03 | 01 | 01 | 05 | 00 | 00 | 00 | Traffic | Transmission Billing | Identifier for emmission management and/or billing | #REF! | ISO 7-bit char string | 32 chars max | | Leaf | |
| 60 | 01 | 03 | 01 | 02 | 00 | 00 | 00 | 00 | Physical Media identifiers | Same as 13 | Organisationally given identifiers for physical media | #REF! | | | | Node | |
| 61 | 01 | 03 | 01 | 02 | 01 | 00 | 00 | 00 | Film codes | Film Code | Organisationally given identifiers for film | #REF! | | | | Node | |
| 62 | 01 | 03 | 01 | 02 | 01 | 01 | 00 | 00 | Reel/Roll number | Reel No | An organisationally given number for a film reel or roll. | #REF! | ISO 7-bit char | 32 chars max | | Leaf | |
| 63 | 01 | 03 | 01 | 02 | 02 | 00 | 00 | 00 | Tape Identifiers | Tape ID | Organisationally given identifiers for tape | #REF! | | | | Node | |
| 64 | 01 | 03 | 01 | 02 | 02 | 01 | 00 | 00 | Tape number | Tape No | An organisationally given number for a tape. | #REF! | ISO 7-bit char | 32 chars max | | Leaf | |
| 65 | 01 | 03 | 02 | 00 | 00 | 00 | 00 | 00 | Object Identifiers | Object ID | Object identifiers | #REF! | | | | Node | |
| 66 | 01 | 03 | 02 | 01 | 00 | 00 | 00 | 00 | LUID | Locally Unique ID | A 4 byte locally unique ID | #REF! | UInt32 | 4 bytes | | Leaf | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 67 | 01 | 03 | 02 | 02 | 00 | 00 | 00 | 00 | SlotID | Slot ID | Specifies an identifier local to the metadata object | #REF! | Int32 | 4 bytes | | Leaf | W25.52 |
| 68 | 01 | 03 | 02 | 03 | 00 | 00 | 00 | 00 | Object text identifiers | Object Text ID | Identifies object by local name | #REF! | | | | Node | |
| 69 | 01 | 03 | 02 | 03 | 01 | 00 | 00 | 00 | Mob_Name | Mob Name | Identifies the mob by name | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 70 | 01 | 03 | 02 | 03 | 02 | 00 | 00 | 00 | SlotName | Slot Name | Identifies the slot by name | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 71 | 01 | 03 | 02 | 03 | 03 | 00 | 00 | 00 | DefinitionObject_Name | Object Name | Specifies name of definition object | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 72 | 01 | 04 | 05 | 00 | 00 | 00 | 00 | 00 | Local Locators | Local Locators | Local location information for linking metadata together | #REF! | | | | Node | |
| 73 | 01 | 04 | 05 | 01 | 00 | 00 | 00 | 00 | Local Media locators | Local Media Locators | Locators for a digital media, data, metadata file etc | #REF! | | | | Node | |
| 74 | 01 | 04 | 05 | 01 | 01 | 00 | 00 | 00 | Local File Path | Local File Pass | The path to a digital media, data, metadata etc file | #REF! | ISO 7-bit char | 127 bytes max | | Leaf | |
| 75 | 01 | 04 | 05 | 03 | 00 | 00 | 00 | 00 | Film Locators | Film Locators | Location information for film | #REF! | | | | Node | |
| 76 | 01 | 04 | 05 | 03 | 01 | 00 | 00 | 00 | Edge Code | Edge Code | The edge code on the film eg feet:frames | #REF! | ISO 7-bit char | 32 chars max | | Leaf | |
| 77 | 01 | 04 | 05 | 03 | 02 | 00 | 00 | 00 | Frame Code | Frame Code | Unique frame number for film | #REF! | ISO 7-bit char | 32 chars max | | Leaf | |
| 78 | 01 | 04 | 05 | 03 | 03 | 00 | 00 | 00 | Key code | Key Code | Machine readable version of Frame Code | #REF! | UInt32 | 4 bytes | | Leaf | |
| 79 | 01 | 04 | 05 | 03 | 04 | 00 | 00 | 00 | Ink number | Ink No | Ink number | #REF! | ISO 7-bit char | 32 chars max | | Leaf | |
| 80 | 01 | 04 | 05 | 03 | 05 | 00 | 00 | 00 | EdgeCode_Start | Code At The Biginning of The Segment | Specifies the edge code at the beginning of the segment | #REF! | Position | 8 bytes | | Leaf | W25.52 |
| 81 | 01 | 04 | 10 | 00 | 00 | 00 | 00 | 00 | Proxy locators | Proxy Locators | Local archival location information for key frames, keys sounds, key text etc | #REF! | | | | Node | |

FIG.10

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 82 | 01 | 04 | 10 | 01 | 00 | 00 | 00 | 00 | Key text | Proxy Key Text | Local archival location information for key text | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 83 | 01 | 04 | 10 | 02 | 00 | 00 | 00 | 00 | Key Frame | Proxy Key Frame | Local archival location information for key frames | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 84 | 01 | 04 | 10 | 03 | 00 | 00 | 00 | 00 | Key Sound | Proxy Sound | Local archival location information for keys sounds | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 85 | 01 | 04 | 10 | 04 | 00 | 00 | 00 | 00 | Key data or program | Key Data | Local archival location information for key data or program | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 86 | 01 | 04 | 11 | 00 | 00 | 00 | 00 | 00 | Free-form, human readable locator | Human Writing | Local locator in free text form | #REF! | | | | Node | |
| 87 | 01 | 04 | 11 | 01 | 00 | 00 | 00 | 00 | TextLocator_Name | Human Writing Name | Contains a human readable Unicode text locator | #REF! | Unicode String | vanable | | Leaf | W25.52 |
| 88 | 01 | 05 | 01 | 00 | 00 | 00 | 00 | 00 | Titles | Title | Titling metadata relating to productions | #REF! | | | | Node | |
| 89 | 01 | 05 | 01 | 01 | 00 | 00 | 00 | 00 | Title kind | Title Kind | Kind of title, i.e., project, series, item, programme, working, original, item, episode, element, scene, shot etc | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 90 | 01 | 05 | 01 | 02 | 00 | 00 | 00 | 00 | Main title | Main Title | The main title | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 91 | 01 | 05 | 01 | 03 | 00 | 00 | 00 | 00 | Secondary title | Secondary Title | The secondary title | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 92 | 01 | 05 | 01 | 04 | 00 | 00 | 00 | 00 | Series number | Series No | The alphanumeric series number | #REF! | ISO 7-bit char | 32 chars max | | Leaf | |
| 93 | 01 | 05 | 01 | 05 | 00 | 00 | 00 | 00 | Episode Number | Episode No | The alphanumeric episode number | #REF! | ISO 7-bit char | 32 chars max | | Leaf | |
| 94 | 01 | 05 | 01 | 06 | 00 | 00 | 00 | 00 | Scene number | Scene No | The alphanumeric scene number | #REF! | ISO 7-bit char string | 32 chars max | | Leaf | |
| 95 | 01 | 05 | 01 | 07 | 00 | 00 | 00 | 00 | Take Number | Take No | Take number of the instance of the shot | #REF! | UInt16 | 2 bytes | | Leaf | |
| 96 | 01 | 10 | 00 | 00 | 00 | 00 | 00 | 00 | Unique IPR Identifiers | Owner | Unique IDs allocated by IP Rights organisations | #REF! | | | | Node | |
| 97 | 01 | 10 | 01 | 00 | 00 | 00 | 00 | 00 | IPI (SUISA/CISAC) | Owner by CISAC | IP Identifiers allocated by CISAC | #REF! | | | | Node | |
| 98 | 01 | 10 | 01 | 01 | 00 | 00 | 00 | 00 | Natural Person / legal entity | Natural Person of Legal Entity ID | Natural person or legal entity ID in the Interested Parties system | #REF! | As per standard | | | Leaf | |
| 99 | 01 | 10 | 02 | 00 | 00 | 00 | 00 | 00 | AGICOA/MPAA | ID by AGICOA | Unique Identifiers allocated by AGICOA | #REF! | | | | Node | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 101 | 01 | 10 | 02 | 01 | 00 | 00 | 00 | 00 | AGICOA/MPAA Identifier | AGICOA ID | The AGICOA ID. | #REF! | As per standard | | | Leaf | |
| 102 | 02 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | ADMINISTRATION | Class 2 Administration | Class 2 is reserved for administrative and business related metadata | #REF! | | | | Node | |
| 103 | 02 | 01 | 00 | 00 | 00 | 00 | 00 | 00 | Supplier | Supplier | Details of the content supplying organisation | #REF! | | | | Node | |
| 104 | 02 | 01 | 01 | 00 | 00 | 00 | 00 | 00 | Source Organization | Supplying Organisation | The name of the content supplying organisation | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 105 | 02 | 01 | 02 | 00 | 00 | 00 | 00 | 00 | Supply contract number | Contract ID | The alphanumeric number for the contract for the supply of content | #REF! | ISO 7-bit char string | 32 chars max | | Leaf | |
| 106 | 02 | 01 | 03 | 00 | 00 | 00 | 00 | 00 | Original Producer Name | Original Content Producer | The name of the original content Producer. | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 107 | 02 | 02 | 01 | 02 | 00 | 00 | 00 | 00 | Product | Product | Abstract information about the media product | #REF! | | | | Node | |
| 108 | 02 | 02 | 01 | 02 | 01 | 00 | 00 | 00 | Total number of Episodes in a Series | Total Numner of Episodes | Total number of Episodes in Series | #REF! | UInt16 | 2 bytes | | Leaf | |
| 109 | 02 | 05 | 00 | 00 | 00 | 00 | 00 | 00 | Rights | Rights | Rights metadata | #REF! | | | | Node | |
| 110 | 02 | 05 | 01 | 00 | 00 | 00 | 00 | 00 | Copyright | Copyright | Copyright metadata | #REF! | | | | Node | |
| 111 | 02 | 05 | 01 | 01 | 00 | 00 | 00 | 00 | Copyright Status | Evaluation of Copyright Status | Executive evaluation of copyright status | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 112 | 02 | 05 | 01 | 02 | 00 | 00 | 00 | 00 | Copyright Owner | Copyright Owner | The name of the person/organisation who owns the copyright. | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 113 | 02 | 05 | 02 | 00 | 00 | 00 | 00 | 00 | Intellectual rights | Intellectural Property Rights | Intellectual property rights metadata other than copyright | #REF! | | | | Node | |
| 114 | 02 | 05 | 02 | 01 | 00 | 00 | 00 | 00 | IP Type | Type of Intellectural Property Rights | A definition of what the IP is. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 115 | 02 | 05 | 02 | 02 | 00 | 00 | 00 | 00 | IP Right | Definition of Intellectural Property Rights | A definition of what use can be made of an IP | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |

FIG.11

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 115 | 02 | 05 | 02 | 03 | 00 | 00 | 00 | 00 | Legal personalities | Legal Representative | A person or body in whom legal responsibility can be vested | #REF! | | | | Node | |
| 116 | 02 | 05 | 02 | 03 | 01 | 00 | 00 | 00 | Rights Owner | Owner | A definition of who or what entity can exercise an IP right | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 117 | 02 | 05 | 02 | 03 | 02 | 00 | 00 | 00 | Rights Management Authority | Entity That Manages The Rights | Entity that manages the rights for access to the material. | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 118 | 02 | 05 | 02 | 03 | 03 | 00 | 00 | 00 | Interested parties | Who or What Entity Has An Interest | A definition or who or what entity has an interest in the right being excercised | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 119 | 02 | 05 | 02 | 04 | 00 | 00 | 00 | 00 | IP Right options | IP Ancillary Information | A definition of what options can be excersied within the framework of using an IP Right | #REF! | | | | Node | |
| 120 | 02 | 05 | 02 | 04 | 01 | 00 | 00 | 00 | Maximum Number Of Usages | Maximum Number of Usages or Repeats | Maximum number of usages or repeats | #REF! | UInt16 | 2 bytes | | Leaf | |
| 121 | 02 | 05 | 02 | 04 | 02 | 00 | 00 | 00 | License options | License Options | Options for prolongation or renewal of license | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 122 | 02 | 05 | 00 | 00 | 00 | 00 | 00 | 00 | Financial information | Financial Information | Details of payments, costs, income money and other considerations | #REF! | | | | Node | |
| 123 | 02 | 06 | 01 | 00 | 00 | 00 | 00 | 00 | Currency | Currency | The currency of the transaction | #REF! | | | | Type Node | |
| 124 | 02 | 06 | 01 | 01 | 00 | 00 | 00 | 00 | Currency | Same as 124 | The currency of the transaction | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 125 | 02 | 05 | 02 | 00 | 00 | 00 | 00 | 00 | Payments and costing | Payment and Costing | Payments and costing information | #REF! | | | | Node | |
| 126 | 02 | 05 | 02 | 01 | 00 | 00 | 00 | 00 | Royalty Financial Information | Royalty Financial Information | Royalty payment and other information | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 127 | 02 | 05 | 03 | 00 | 00 | 00 | 00 | 00 | Income | Income Information | Income information | #REF! | | | | Node | |
| 128 | 02 | 05 | 03 | 01 | 00 | 00 | 00 | 00 | Royalty Financial Information | Royalty Financial Information | Royalty income and other information | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 129 | 02 | 07 | 00 | 00 | 00 | 00 | 00 | 00 | Permitted Access | Permitted Access | Details of permitted access to the media product | #REF! | | | | Node | |
| 130 | 02 | 07 | 01 | 00 | 00 | 00 | 00 | 00 | Restrictions on Use | Access Level | Identifies the type or level of restriction applied to the media product. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 131 | 02 | 08 | 00 | 00 | 00 | 00 | 00 | 00 | Security | Security | Content encryption/decryption information | #REF! | | | | Node | |
| 132 | 02 | 08 | 01 | 00 | 00 | 00 | 00 | 00 | System Access | Degree of Technical Access | Details of permitted access to the technical system or platform | #REF! | | | | Node | |

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| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 133 | 02 | 08 | 01 | 01 | 00 | 00 | 00 | 00 | Username | User Name | A username in a domain | #REF! | | | | Type Node | |
| 134 | 02 | 08 | 01 | 01 | 01 | 00 | 00 | 00 | Username | User Name | A username in a domain | #REF! | ISO 7-bit char | 16 chars max | | Leaf | |
| 135 | 02 | 08 | 01 | 02 | 00 | 00 | 00 | 00 | Password | Password | An individual password for access to the system | #REF! | | | | Type Node | |
| 136 | 02 | 08 | 01 | 02 | 01 | 00 | 00 | 00 | Password | Password | An individual password for access to the system | #REF! | ISO 7-bit char | 16 chars max | | Leaf | |
| 137 | 02 | 08 | 05 | 00 | 00 | 00 | 00 | 00 | Film | Movie Film | Content encryption/decryption information specifically applying to the movie industry | #REF! | | | | Node | |
| 138 | 02 | 08 | 05 | 01 | 00 | 00 | 00 | 00 | Scrambling key kind | Scarambling Key Kind | The programme decryption key type | #REF! | | | | Type Node | |
| 139 | 02 | 08 | 05 | 01 | 01 | 00 | 00 | 00 | Scrambling key kind | Scarambling Key Kind | The programme decryption key type | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 140 | 02 | 08 | 05 | 02 | 00 | 00 | 00 | 00 | Scrambling key value | Scarambling Key Value | The programme decryption key value | #REF! | Uint | 64 bytes max | | Leaf | |
| 141 | 02 | 10 | 00 | 00 | 00 | 00 | 00 | 00 | Publication Outlet | Publication Outlet | The content publication outlet - eg Broadcast, internet etc | #REF! | | | | Node | |
| 142 | 02 | 10 | 01 | 00 | 00 | 00 | 00 | 00 | Broadcast | Broadcast Outlet Information | Broadcast Outlet information | #REF! | | | | Node | |
| 143 | 02 | 10 | 01 | 01 | 00 | 00 | 00 | 00 | Broadcaster | Broadcast | The broadcasting organisation | #REF! | | | | Node | |
| 144 | 02 | 10 | 01 | 01 | 01 | 00 | 00 | 00 | Name | Name | Name of the broadcasting organisation | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 145 | 02 | 10 | 01 | 01 | 02 | 00 | 00 | 00 | Channel | Channel | Broadcast channel | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 146 | 02 | 10 | 01 | 01 | 03 | 00 | 00 | 00 | Transmission Medium | Transmission Medium | Transmission medium (e.g., satellite, cable, terrestrial, ...) | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 147 | 02 | 10 | 01 | 01 | 04 | 00 | 00 | 00 | Broadcast Region | Broadcast Region | Target region of broadcast | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |

FIG.12

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 148 | 02 | 20 | 00 | 00 | 00 | 00 | 00 | 00 | Broadcast and Repeat Statistics | Broadcast and Repeat Statistics | Business statistics concerning the production | #REF! | | | | Node | |
| 149 | 02 | 20 | 01 | 00 | 00 | 00 | 00 | 00 | First Broadcast Flag | First Use | First broadcast of the product | #REF! | Boolean | 1 byte | 00h (FALSE) or FFh (TRUE) | Leaf | |
| 150 | 02 | 20 | 02 | 00 | 00 | 00 | 00 | 00 | Repeat number | Repeat Number | Information about the repeat status when not a first broadcast | #REF! | | | | Node | |
| 151 | 02 | 20 | 02 | 01 | 00 | 00 | 00 | 00 | Current repeat number | Number of The Current Repeat | The number of the current repeat | #REF! | Uint16 | 2 bytes | | Leaf | |
| 152 | 02 | 20 | 02 | 02 | 00 | 00 | 00 | 00 | Previous repeat number | Number of The Previous Repeat | The number of the previous repeat | #REF! | Uint16 | 2 bytes | | Leaf | |
| 153 | 02 | 20 | 03 | 00 | 00 | 00 | 00 | 00 | Ratings | Ratings | Information about audience ratings and indices | #REF! | | | | Node | |
| 154 | 02 | 20 | 03 | 01 | 00 | 00 | 00 | 00 | Audience rating | Audience Rating | Audience rating as number of viewers | #REF! | Uint32 | 4 bytes | | Leaf | |
| 155 | 02 | 20 | 03 | 02 | 00 | 00 | 00 | 00 | Audience reach | Audience Reach | The audience reach of the production | #REF! | Uint32 | 4 bytes | | Leaf | |
| 156 | 02 | 20 | 03 | 03 | 00 | 00 | 00 | 00 | Other ratings | Other Ratings | Other ratings | #REF! | Uint32 | 4 bytes | | Leaf | |
| 157 | 02 | 30 | 00 | 00 | 00 | 00 | 00 | 00 | Participating parties | Participating Parties | Details of all parties, contributing to or taking part in the production - staff, contributors, and including those receiving Credits etc | #REF! | | | | Node | |
| 158 | 02 | 30 | 01 | 00 | 00 | 00 | 00 | 00 | Persons (Groups and Individuals) | Representative | Details of persons contributing to or taking part in the production | #REF! | | | | Node | |
| 159 | 02 | 30 | 01 | 01 | 00 | 00 | 00 | 00 | Nature of Person (Group or individual) | Nature of Person (Group or Individuals) | Group, individual etc | #REF! | | | | Node | |
| 160 | 02 | 30 | 01 | 02 | 00 | 00 | 00 | 00 | Production | Talent, Stuff, etc | Details of Performing talent, Non performing talent, Production Staff, Technical staff, Specialist etc | #REF! | | | | Node | |
| 161 | 02 | 30 | 01 | 02 | 01 | 00 | 00 | 00 | Contribution Status | Talent, Stuff, etc | Performing talent, Non performing talent, Production Staff, Technical staff, Specialist etc | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 162 | 02 | 30 | 01 | 03 | 00 | 00 | 00 | 00 | Support and Administration | Support and Administration | Details of support and administative staff or contributors - business mangement, resource planning, archiving etc | #REF! | | | | Node | |
| 163 | 02 | 30 | 01 | 03 | 01 | 00 | 00 | 00 | Support/Administration Status | Support/Administration Stuff | Cataloguing staff, finance staff etc | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 164 | 02 | 30 | 02 | 00 | 00 | 00 | 00 | 00 | Organisations and Public Bodies | Organisation and Public Bodies | Details of Organisations and Public Bodies contributing to or taking part in the production | #REF! | | | | Node | |
| 165 | 02 | 30 | 02 | 01 | 00 | 00 | 00 | 00 | Kind of Organisation or Public Body | Kind of Organisation or Public Body | Limited company, government department etc. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 166 | 02 | 30 | 02 | 02 | 00 | 00 | 00 | 00 | Production | Production | Details of Performing contribution, Non performing contribution, Production contribution, Technical contribution, Specialism etc | #REF! | | | | Node | |
| 167 | 02 | 30 | 02 | 02 | 01 | 00 | 00 | 00 | Contribution Status | Film Library | eg. Film Library | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 168 | 02 | 30 | 02 | 03 | 00 | 00 | 00 | 00 | Support and Administration | Support and Administration | Details of support and administative contribution - business mangemenent, resource planning, archiving etc | #REF! | | | | Node | |
| 169 | 02 | 30 | 02 | 03 | 01 | 00 | 00 | 00 | Support/Administration Status | Support/Administration Stuff | eg. Banker | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 170 | 02 | 30 | 05 | 00 | 00 | 00 | 00 | 00 | Job Function Information | Job Function Information | Information about the job function or role of participating parties | #REF! | | | | Node | |
| 171 | 02 | 30 | 05 | 01 | 00 | 00 | 00 | 00 | Job Function | Job Function | The function of the persons(s), organisation or public body eg. Editor, Actor | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 172 | 02 | 30 | 05 | 02 | 00 | 00 | 00 | 00 | Role/Identity | Role | eg. Name of character played | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 173 | 02 | 30 | 06 | 00 | 00 | 00 | 00 | 00 | Contact information | Contract Information | Contact information for the participating party | #REF! | | | | Node | |
| 174 | 02 | 30 | 06 | 01 | 00 | 00 | 00 | 00 | Contact kind | Contract Kind | Client, supplier, useful etc | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 175 | 02 | 30 | 06 | 02 | 00 | 00 | 00 | 00 | Contact Department | Contract Depertment | Name information for a department within an organisation where contact can be made | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 176 | 02 | 30 | 06 | 03 | 00 | 00 | 00 | 00 | Person or Organisation Details | Representative | The name of person(s), organisation or public body | #REF! | | | | Node | |
| 177 | 02 | 30 | 06 | 03 | 01 | 00 | 00 | 00 | Person name | Person Name | Name information for persons | #REF! | | | | Node | |
| 178 | 02 | 30 | 06 | 03 | 01 | 01 | 00 | 00 | Family name | Family Name | The family name of an individual | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 179 | 02 | 30 | 06 | 03 | 01 | 02 | 00 | 00 | First Given name | First Given Name | The first given name for an individual | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 180 | 02 | 30 | 06 | 03 | 01 | 03 | 00 | 00 | Second Given name | Second Given Name | The second given name for an individual | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |

FIG.13

| | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 181 | 02 | 30 | 05 | 03 | 01 | 04 | 00 | 00 | Third Given name | Third Given Name | The third given name for an individual | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 182 | 02 | 30 | 05 | 03 | 02 | 00 | 00 | 00 | Group name | Group Name | Name information for groups | #REF! | | | | Node | |
| 183 | 02 | 30 | 05 | 03 | 02 | 01 | 00 | 00 | Main name | Main Name | The main name by which the group is known | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 184 | 02 | 30 | 05 | 03 | 02 | 02 | 00 | 00 | Supplementary name | Supplementary Name | Supplementary naming information for a group | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 185 | 02 | 30 | 05 | 03 | 03 | 00 | 00 | 00 | Organisation name | Organisation Name | Name information for organisations | #REF! | | | | Node | |
| 186 | 02 | 30 | 05 | 03 | 03 | 01 | 00 | 00 | Main name | Main Name | The main name by which an organisation is known | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 187 | 02 | 30 | 05 | 03 | 03 | 02 | 00 | 00 | Supplementary organisational name | Supplementary Organisational Name | Supplementary naming information for an organisation | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 188 | 03 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | INTERPRETIVE | Class 3 Interpretive | Class 3 is reserved for information on interpreting the data | #REF! | | | | Node | |
| 189 | 03 | 01 | 00 | 00 | 00 | 00 | 00 | 00 | Fundamental | Fundamental Information | Fundamental defining information | #REF! | | | | Node | |
| 190 | 03 | 01 | 01 | 00 | 00 | 00 | 00 | 00 | Countries | Countries | Defining information about Countries | #REF! | | | | Node | |
| 191 | 03 | 01 | 01 | 01 | 00 | 00 | 00 | 00 | ISO 3166 Country Code System | ISO 3166 Country Code | ISO country codes | #REF! | | | | Type Node | |
| 192 | 03 | 01 | 01 | 01 | 01 | 00 | 00 | 00 | ISO 3166 Country Code System | ISO 3166 Country Code | ISO country codes | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 193 | 03 | 01 | 01 | 02 | 00 | 00 | 00 | 00 | ISO Language Code | ISO 3166 Language Code | The code that represents a language. Defence Language Institute is an authority on domain values. | #REF! | | | | Type Node | |
| 194 | 03 | 01 | 01 | 02 | 01 | 00 | 00 | 00 | ISO Language Code | ISO 3166 Language Code | The code that represents a language. Defence Language Institute is an authority on domain values. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 195 | 03 | 01 | 02 | 00 | 00 | 00 | 00 | 00 | Data Interpretations | Interpretation Parameter | Defining information about data interpretation | #REF! | | | | Node | |
| 196 | 03 | 01 | 02 | 03 | 00 | 00 | 00 | 00 | Operating system interpretations | OS Properties | 1-byte code for distinction of common operating systems | #REF! | Unsigned byte | 1 byte | See types dictionary | Leaf | |
| 197 | 03 | 01 | 03 | 00 | 00 | 00 | 00 | 00 | Fundamental Dimensions | Fundamental 4 Definition ? | Information about the four basic indefinables of natural philosophy | #REF! | | | | Node | |
| 198 | 03 | 01 | 03 | 01 | 00 | 00 | 00 | 00 | Length | Length | Descriptive information about length | #REF! | | | | Node | |

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| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 199 | 03 | 01 | 03 | 01 | 01 | 00 | 00 | 00 | Length System | Length System | Metric, Imperial etc | #REF! | | | | Type Node | |
| 200 | 03 | 01 | 03 | 01 | 01 | 01 | 00 | 00 | Length System | Length System | Metric, imperial etc | #REF! | ISO 7-bit char | 4 chars max | See Types dictionary | Leaf | |
| 201 | 03 | 01 | 03 | 01 | 02 | 00 | 00 | 00 | Length Units | Length Units | Units of measurements of length and distance (feet, metres etc) | #REF! | | | | Type Node | |
| 202 | 03 | 01 | 03 | 01 | 02 | 01 | 00 | 00 | Length Units | Length Units | Units of measurements of length and distance (feet, metres etc) | #REF! | ISO 7-bit char | 4 chars max | See Types dictionary | Leaf | |
| 203 | 03 | 01 | 03 | 02 | 00 | 00 | 00 | 00 | Time | Time | Descriptive information about Time | #REF! | | | | Node | |
| 204 | 03 | 01 | 03 | 02 | 01 | 00 | 00 | 00 | Time system | Time System | eg. GMT, UPT | #REF! | | | | Type Node | |
| 205 | 03 | 01 | 03 | 02 | 01 | 01 | 00 | 00 | Time system | Time System | eg. GMT, UPT | #REF! | ISO 7-bit char | 8 chars max | UTC?XX.Y (UTC ? offset including 1/2 hour) | Leaf | |
| 206 | 03 | 01 | 03 | 02 | 02 | 00 | 00 | 00 | Time Units | Time Units | Frames, seconds, minutes etc | #REF! | | | | Type Node | |
| 207 | 03 | 01 | 03 | 02 | 02 | 01 | 00 | 00 | Time Units | Time Units | Frames, seconds, minutes etc | #REF! | ISO 7-bit char | 4 chars max | See Types dictionary | Leaf | |
| 208 | 03 | 01 | 03 | 03 | 02 | 00 | 00 | 00 | Mass | Mass | Descriptive information about Mass | #REF! | | | | Node | |
| 209 | 03 | 01 | 03 | 04 | 02 | 00 | 00 | 00 | Energy | Energy | Descriptive information about Energy | #REF! | | | | Node | |
| 210 | 03 | 02 | 00 | 00 | 00 | 00 | 00 | 00 | Descriptive - Human Assigned | Human Assigned ? | Descriptors (Human Assigned) relating to analysis of the content | #REF! | | | | Node | |
| 211 | 03 | 02 | 01 | 00 | 00 | 00 | 00 | 00 | Categorisation | Categorisation | Analytical categorisation of the content | #REF! | | | | Node | |
| 212 | 03 | 02 | 01 | 02 | 00 | 00 | 00 | 00 | Content Classification | Content Classification | Content classification | #REF! | | | | Node | |
| 213 | 03 | 02 | 01 | 02 | 01 | 00 | 00 | 00 | Type | Type | Type of programme (e.g., cartoon, film, ...)( Coded as Escort 2.4) | #REF! | ISO 7-bit char string | 32 bytes max | | Type Node | |

FIG.14

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 214 | 03 | 02 | 01 | 02 | 02 | 00 | 00 | 00 | Genre | Genre | Programme genre (e.g., entertainment, current affairs magasine, Italo Western, ...)( Coded as Escort 2.4) | #REF! | ISO 7-bit char string | 32 bytes max | | Type Node | |
| 215 | 03 | 02 | 01 | 02 | 03 | 00 | 00 | 00 | Target Audience | Target Audience | Target audience (e.g., children, 17 to 32, elderly, ...) | #REF! | ISO 7-bit char string | 32 bytes max | | Type Node | |
| 216 | 03 | 02 | 01 | 03 | 00 | 00 | 00 | 00 | Cataloguing and Indexing | Cataloguing | Archival analysis of the essence metadata | #REF! | | | | Node | |
| 217 | 03 | 02 | 01 | 03 | 01 | 00 | 00 | 00 | Catalogue History | Archival Catalogue | Audit metadata concerning the archival analysis metadata | #REF! | | | | Node | |
| 218 | 03 | 02 | 01 | 03 | 01 | 01 | 00 | 00 | Status of Data Set | Status of The Metadata Set | The current status of the metadata set | #REF! | | | | Type Node | |
| 219 | 03 | 02 | 01 | 03 | 01 | 01 | 00 | 00 | Status of Data Set | Status of The Metadata Set | The current status of the metadata set | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 220 | 03 | 02 | 01 | 03 | 02 | 00 | 00 | 00 | Cataloguing, Indexing or Thesaurus system used | ID In Use ? | The particular Cataloguing, Indexing or Thesaurus system used | #REF! | ISO 7-bit char string | 32 bytes max | | Type Node | |
| 221 | 03 | 02 | 01 | 03 | 03 | 00 | 00 | 00 | Theme | Theme | The category of the Theme of the content | #REF! | ISO 7-bit char string | 32 bytes max | | Type Node | |
| 222 | 03 | 02 | 01 | 03 | 04 | 00 | 00 | 00 | Genre | Genre | The category of the Genre of the content | #REF! | ISO 7-bit char string | 32 bytes max | | Type Node | |
| 223 | 03 | 02 | 01 | 03 | 05 | 00 | 00 | 00 | Subject Code | Sub-Code | Subject Code. | #REF! | ISO 7-bit char string | 32 bytes max | | Type Node | |
| 224 | 03 | 02 | 01 | 03 | 06 | 00 | 00 | 00 | Keywords | Keyword | Words or phrases summarizing an aspect of the data set | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 225 | 03 | 02 | 01 | 03 | 07 | 00 | 00 | 00 | Key Frames | Key Frames | Reference to a key frame of video in the dsata set | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 226 | 03 | 02 | 01 | 03 | 08 | 00 | 00 | 00 | Key Sounds | Key Sounds | Reference to a key sound in the data set | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 227 | 03 | 02 | 01 | 03 | 09 | 00 | 00 | 00 | Key data | Key Data | Reference to a key piece of data or program in the data set | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 228 | 03 | 02 | 01 | 06 | 00 | 00 | 00 | 00 | Textual Description | Textual Description | A textual characterization of the data set. | #REF! | | | | Node | |
| 229 | 03 | 02 | 01 | 06 | 01 | 00 | 00 | 00 | Abstract | Abstract | A brief narrative summary of the data set. | #REF! | ISO 7-bit char string | 1024 bytes max | | Leaf | |
| 230 | 03 | 02 | 01 | 06 | 02 | 00 | 00 | 00 | Purpose | Purpose | A summary of the intentions with which the data set was developed. | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 231 | 03 | 02 | 01 | 06 | 03 | 00 | 00 | 00 | Description | Description | A aextual desciption | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 232 | 03 | 02 | 01 | 06 | 04 | 00 | 00 | 00 | Colour descriptor | Color Information | eg. Black and white, tinted etc | #REF! | ISO 7-bit char string | 32 bytes max | | Type Node | |
| 233 | 03 | 02 | 01 | 06 | 05 | 00 | 00 | 00 | Format descriptor | Format Information | eg. Letterbox, Pillarbox etc | #REF! | ISO 7-bit char string | 32 bytes max | | Type Node | |
| 234 | 03 | 02 | 01 | 07 | 00 | 00 | 00 | 00 | Stratum | Stratum | The descriptive stratum of the archival content analysis of the content | #REF! | | | | Node | |
| 235 | 03 | 02 | 01 | 07 | 01 | 00 | 00 | 00 | Stratum kind | Stratum Kind | eg. Background, action, sound natures etc | #REF! | ISO 7-bit char string | 32 bytes max | | Type Node | |
| 236 | 03 | 02 | 01 | 09 | 00 | 00 | 00 | 00 | Supplemental Information | Supplemental Information | Other descriptive information about the data set. | #REF! | | | | Node | |
| 237 | 03 | 02 | 02 | 00 | 00 | 00 | 00 | 00 | Assessments | Assessments | Assesments of editorial, technical etc aspects of the content and contributors to it | #REF! | | | | Node | |
| 238 | 03 | 02 | 02 | 01 | 00 | 00 | 00 | 00 | Awards | Awards | Awards relating to editorial, technical etc aspects of the content and contributors to it | #REF! | | | | Node | |
| 239 | 03 | 02 | 02 | 01 | 01 | 00 | 00 | 00 | Individual | Individual | Awards granted to individuals | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 240 | 03 | 02 | 02 | 01 | 02 | 00 | 00 | 00 | Programme | Programme | Awards granted to programme | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 241 | 03 | 02 | 02 | 02 | 00 | 00 | 00 | 00 | Qualitative Values | Qualitatice Values | Assessed values relating to editorial, technical etc aspects of the content and contributors to it | #REF! | | | | Node | |
| 242 | 03 | 02 | 02 | 02 | 01 | 00 | 00 | 00 | Asset Values | Asset Values | Assessment of the programme quality | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 243 | 03 | 02 | 02 | 02 | 02 | 00 | 00 | 00 | Content Value | Content Value | Assessment of the content value | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 244 | 03 | 02 | 02 | 02 | 03 | 00 | 00 | 00 | Cultural Quality | Cultural Quality | Assessment of the cultural quality | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 245 | 03 | 02 | 02 | 02 | 04 | 00 | 00 | 00 | Asthetic Value | Asthetic Value | Assessment of the asthetic quality | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 246 | 03 | 02 | 02 | 02 | 05 | 00 | 00 | 00 | Historic Value | Historic Value | Assessment of the historic value | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |

FIG.15

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 247 | 03 | 02 | 02 | 02 | 05 | 00 | 00 | 00 | Technical Value | Technical Value | Assessment of the technical value | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 248 | 03 | 02 | 02 | 02 | 07 | 00 | 00 | 00 | Other Values | Other Values | Assessment of other relevant qualities | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 249 | 03 | 03 | 00 | 00 | 00 | 00 | 00 | 00 | Descriptors (Machine Assigned o Computed) | Desctiptors | Descriptors (Machine Assigned or Computed) relating to analysis of the content | #REF! | | | | Node | |
| 250 | 03 | 03 | 01 | 00 | 00 | 00 | 00 | 00 | Categorisation | Categorisation | Analytical categorisation of the content | #REF! | | | | Node | |
| 251 | 03 | 03 | 01 | 01 | 00 | 00 | 00 | 00 | Content Classification | Content Classification | Content classification | #REF! | | | | Node | |
| 252 | 03 | 03 | 01 | 02 | 00 | 00 | 00 | 00 | Cataloguing and Indexing | Same as 217 | Archival analysis of the essence metadata | #REF! | | | | Node | |
| 253 | 03 | 03 | 01 | 02 | 01 | 00 | 00 | 00 | Catalogue History | Same as 218 | Audit metadata concerning the archival analysis metadata | #REF! | | | | Node | |
| 254 | 03 | 03 | 01 | 02 | 01 | 01 | 00 | 00 | Status of Data Set | Same as 219 | The current status of the metadata set | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 255 | 03 | 03 | 01 | 02 | 02 | 00 | 00 | 00 | Cataloguing, Indexing or Thesaurus system used | Same as 221 | The particular Cataloguing, Indexing or Thesaurus system used | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 256 | 03 | 03 | 01 | 02 | 06 | 00 | 00 | 00 | Keywords | Same as 225 | Words or phrases summarizing an aspect of the data set. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 257 | 03 | 03 | 01 | 02 | 07 | 00 | 00 | 00 | Key Frames | Same as 226 | Reference to a key frame of video in the data set | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 258 | 03 | 03 | 01 | 02 | 08 | 00 | 00 | 00 | Key Sounds | Same as 227 | Reference to a key sound in the data set | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 259 | 03 | 03 | 01 | 02 | 09 | 00 | 00 | 00 | Key data | Same as 228 | Reference to a key piece of data or program in the data set | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 260 | 03 | 03 | 01 | 06 | 00 | 00 | 00 | 00 | Textual Description | Same as 229 | A textual characterization of the data set. | #REF! | | | | Node | |
| 261 | 03 | 03 | 01 | 07 | 00 | 00 | 00 | 00 | Stratum | Same as 235 | The descriptive stratum of the archival content analysis of the content | #REF! | | | | Node | |
| 262 | 03 | 03 | 01 | 07 | 01 | 00 | 00 | 00 | Stratum kind | Same as 236 | eg. Background, action, sound natures etc | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 263 | 04 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | PARAMETRIC | Class 4 Parameters | Class 4 is reserved for parametric and configuration metadata. | #REF! | | | | Node | |
| 264 | 04 | 01 | 00 | 00 | 00 | 00 | 00 | 00 | Video Essence Encoding Characteristics | Video Encoding Parameters | Operating characteristics of the device creating the essence. | #REF! | | | | Node | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 265 | 06 | 01 | 01 | 00 | 00 | 00 | 00 | 00 | Video Fundamental Characteristics | Video Fundamental Caracteristics | Fundamental video characteristics | #REF! | | | | Node | |
| 266 | 06 | 01 | 01 | 01 | 00 | 00 | 00 | 00 | Video Source Device | Video Source Device | Indicates the type of the video source. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 267 | 06 | 01 | 01 | 02 | 00 | 00 | 00 | 00 | Fundamental opto-electronic formulation | OE Transfer etc Characteristics | Fundamental opto-electronic transfer etc characteristics | #REF! | | | | Node | |
| 268 | 06 | 01 | 01 | 02 | 01 | 00 | 00 | 00 | Gamma Information | Gamma Characteristics | Specifies the non-linear relationship between linear scene light levels and amplitude-compressed video signal levels. | #REF! | | | | Type Node | |
| 269 | 06 | 01 | 01 | 02 | 01 | 01 | 00 | 00 | Gamma Equation | Gamma Equation | Specifies the non-linear relationship between linear scene light levels and amplitude-compressed video signal levels. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | W25.52 |
| 270 | 06 | 01 | 01 | 02 | 01 | 02 | 00 | 00 | Gamma | Gamma | Specifies expected gamma output settings on video display | #REF! | Rational | 8 bytes | | Leaf | |
| 271 | 06 | 01 | 01 | 02 | 02 | 00 | 00 | 00 | Luma Equation | Luma Equation | Specifies the equation used to derive luma and chroma from gamma-corrected RGB signals | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 272 | 06 | 01 | 01 | 02 | 03 | 00 | 00 | 00 | Colorimetry Code | Colorimetry Code | The fundamental color coding that relates the scene CIE tri-stimulus values (X, Y, Z) to the linear video levels (R, G, B). | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 273 | 06 | 01 | 01 | 03 | 00 | 00 | 00 | 00 | Fundamental sequencing and scanning | Scanning Information | Fundemental scanning and sequencing information | #REF! | | | | Node | |
| 274 | 06 | 01 | 01 | 03 | 01 | 00 | 00 | 00 | Signal Form Code | Component Sequence | Code specifies the component sequence for the video pixel matrix. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 275 | 06 | 01 | 01 | 03 | 02 | 00 | 00 | 00 | Color Field Code | Color Frame Index | Identifies the color field of the source video field for video derived from composite sources. | #REF! | UInt8 | 1 byte | 00h = default, 01h ~ 07h = field number | Leaf | |
| 276 | 06 | 01 | 01 | 03 | 03 | 00 | 00 | 00 | Vertical Rate | Vertical Rate | Specifies the vertical rate of the video scanning system. | #REF! | UInt8 | 1 byte | See types dictionary | Leaf | |
| 277 | 06 | 01 | 01 | 03 | 04 | 00 | 00 | 00 | Frame Rate | Frame Rate | The rate that video images are captured, expressed in frames per second. | #REF! | UInt8 | 1 byte | See types dictionary | Leaf | |
| 278 | 06 | 01 | 01 | 04 | 00 | 00 | 00 | 00 | Image dimensions | Image Dimensions | Specifies information about the horizontal and vertical dimensions of an image. | #REF! | UInt8 | 1 byte | See types dictionary | Node | |
| 279 | 06 | 01 | 01 | 04 | 01 | 00 | 00 | 00 | Image lines | Image Lines | Specifies information about the number of vertical scan lines | #REF! | | | | Node | |

FIG.16

| | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 230 | 04 | 01 | 01 | 04 | 01 | 01 | 03 | 00 | TotalLinesPerFrame | Total Lines Per Frame | Specifies the number of lines in a total frame in the video scanning system. | #REF! | Uint16 | 2 bytes | | | Leaf | | |
| 231 | 04 | 01 | 01 | 04 | 01 | 02 | 00 | 00 | ActiveLinesPerFrame | Active Lines Per Frame | Specifies the total number of lines (rows) in the active portion of a frame in the video pixel matrix. | #REF! | Uint16 | 2 bytes | | | Leaf | | |
| 232 | 04 | 01 | 01 | 04 | 01 | 03 | 00 | 00 | LeadingLines | Leading Lines | Specifies number of blank lines before image | #REF! | Int32 | 4 bytes | | | Leaf | W25.52 | |
| 233 | 04 | 01 | 01 | 04 | 01 | 04 | 00 | 00 | TrailingLines | Trailing Lines | Specifies number of blank lines after image | #REF! | Int32 | 4 bytes | | | Leaf | W25.52 | |
| 234 | 04 | 01 | 01 | 04 | 02 | 00 | 00 | 00 | Horizontal and Vertical dimensions | Horizontal and Vertical Dimensions | Specifies information about the horizontal and vertical dimensions of an image. | #REF! | | | | | Node | | |
| 235 | 04 | 01 | 01 | 04 | 02 | 01 | 01 | 00 | DisplayAspectRatio | Aspect Ratio | Specifies the horizontal to vertical aspect ratio of the image as it is to be displayed. | #REF! | | | | | Type Node | | |
| 236 | 04 | 01 | 01 | 04 | 02 | 01 | 01 | 01 | ImageAspectRatio | Image Aspectratio | Specifies the image aspect ratio | #REF! | Unsigned Char | 1 byte | | | Leaf | | |
| 237 | 04 | 01 | 01 | 04 | 02 | 01 | 01 | 02 | ImageAspectRatio | Same as 287 | Specifies the image aspect ratio | #REF! | Rational | 8 bytes | | | Leaf | W25.52 | |
| 238 | 04 | 01 | 01 | 04 | 02 | 01 | 02 | 00 | Capture aspect ratio | Catpture Aspect Ratio | Specifies the horizontal to vertical aspect ratio of the image captured at the sensor. | #REF! | Unsigned Char | 1 byte | See types dictionary | | Leaf | | |
| 239 | 04 | 01 | 01 | 04 | 02 | 02 | 00 | 00 | StoredHeight | Stored Height | Specifies height of stored image | #REF! | Uint32 | 4 bytes | | | Leaf | W25.52 | |
| 240 | 04 | 01 | 01 | 04 | 02 | 03 | 00 | 00 | StoredWidth | Stored Width | Specifies width of stored image | #REF! | Uint32 | 4 bytes | | | Leaf | W25.52 | |
| 241 | 04 | 01 | 01 | 04 | 02 | 04 | 00 | 00 | SampledHeight | Sampled Height | Specifies height of sampled image | #REF! | Uint32 | 4 bytes | | | Leaf | W25.52 | |
| 242 | 04 | 01 | 01 | 04 | 02 | 05 | 00 | 00 | SampledWidth | Sampled Width | Specifies width of sampled image | #REF! | Int32 | 4 bytes | | | Leaf | W25.52 | |
| 243 | 04 | 01 | 01 | 04 | 02 | 06 | 00 | 00 | SampledXOffset | Sampled X Offset | Specifies X offset of sampled image | #REF! | Int32 | 4 bytes | | | Leaf | W25.52 | |
| 244 | 04 | 01 | 01 | 04 | 02 | 07 | 00 | 00 | SampledYOffset | Sampled Y Offset | Specifies Y offset of sampled image | #REF! | Int32 | 4 bytes | | | Leaf | W25.52 | |
| 245 | 04 | 01 | 01 | 04 | 02 | 08 | 00 | 00 | DisplayHeight | Display Height | Specifies height of displayed image | #REF! | Uint32 | 4 bytes | | | Leaf | W25.52 | |
| 246 | 04 | 01 | 01 | 04 | 02 | 09 | 00 | 00 | DisplayWidth | Display Width | Specifies width of displayed image | #REF! | Uint32 | 4 bytes | | | Leaf | W25.52 | |
| 247 | 04 | 01 | 01 | 04 | 02 | 0A | 00 | 00 | DisplayXOffset | Diplay X Offset | Specifies X offset of displayed image | #REF! | Int32 | 4 bytes | | | Leaf | W25.52 | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 298 | 04 | 01 | 01 | 04 | 02 | 0B | 00 | 00 | DisplayYOffset | Display Y Offset | Specifies Y offset of displayed image | #REF! | Int32 | 4 bytes | | Leaf | W25.52 |
| 299 | 04 | 01 | 01 | 05 | 00 | 00 | 00 | 00 | Video Coding Characteristics | Video Original Signal Characteristics | Information about the original analogue coding of the essence | #REF! | | | | Node | |
| 300 | 04 | 01 | 01 | 05 | 01 | 00 | 00 | 00 | Analogue Video System | Analogue Video Characteristics | PAL, NTSC etc | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 301 | 04 | 01 | 01 | 05 | 03 | 00 | 00 | 00 | Luminance Sample rate | Luminance Sample Rate | The luminance sample rate | #REF! | UInt8 | 1 byte | See types dictionary | Leaf | |
| 302 | 04 | 01 | 01 | 05 | 04 | 00 | 00 | 00 | Active Samples per Line | Active Samples Per Line | Total number of samples (columns) in the active portion of a line in the video pixel matrix. | #REF! | UIMSBF | 2 bytes | | Leaf | |
| 303 | 04 | 01 | 01 | 05 | 05 | 00 | 00 | 00 | Total Samples per Line | Total Samples Per Line | Specifies the number of samples in a total line in the video pixel matrix. | #REF! | UIMSBF | 2 bytes | | Leaf | |
| 304 | 04 | 01 | 01 | 05 | 06 | 00 | 00 | 00 | Bits Per Pixel | Bits Per Pixel | The maximum number of significant bits for the value in each band of each pixel without compression. | #REF! | Unsigned Char | 1 byte | | Leaf | |
| 305 | 04 | 01 | 01 | 05 | 07 | 00 | 00 | 00 | Sampling Information | Sampling Information | Description of the component sampling | #REF! | | | | Node | |
| 306 | 04 | 01 | 01 | 05 | 07 | 01 | 00 | 00 | Sampling Hierarchy Code | Sampling Hierarchy Code | A code that specifies the component sampling hierarchy for the video pixel matrix. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 307 | 04 | 01 | 01 | 05 | 07 | 02 | 00 | 00 | HorizontalSubsampling | Horizontal Subsampling | Specifies ratio of luminance subsampling to chrominance subsampling in horizontal direction | #REF! | UInt32 | 4 bytes | | Leaf | W25.52 |
| 308 | 04 | 01 | 01 | 05 | 07 | 03 | 00 | 00 | ColorSiting | Color Siting ? | Specifies how to compute subsampled chrominance values | #REF! | ColorSitingType | 2 bytes | | Leaf | W25.52 |
| 309 | 04 | 01 | 01 | 05 | 08 | 00 | 00 | 00 | Rounding Method Code | Rounding Method Code | Specifies the rounding method that has been applied to the digital samples of the video signal. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 310 | 04 | 01 | 01 | 05 | 09 | 00 | 00 | 00 | Filtering Code | Filtering Code | Specifies the spectral filtering that has been applied to the digital samples of the video signal. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 311 | 04 | 01 | 01 | 05 | 10 | 00 | 00 | 00 | Sampling Structure | Sampling Structure | Description of the sampling structure of the video scanning system, such as Progressive and single frame. | #REF! | | | | Node | |
| 312 | 04 | 01 | 01 | 05 | 10 | 01 | 00 | 00 | Sampling Structure Code | Sampling Structure Code | A code that specifies the analogue or digital sampling structure for the video scanning system. Eg Progressive | #REF! | Unsigned Char | 1 byte | See types dictionary | Leaf | |

FIG.17

| | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 313 | 04 | 01 | 05 | 01 | 00 | 00 | FrameLayout | Frame Layout | Specifies frame layout (interlaced, single frame, full frame, etc.) | #REF! | LayoutType | 2 bytes | | Leaf | W25.52 |
| 314 | 04 | 01 | 05 | 04 | 00 | 00 | VideoLineMap | Line Field Information | Specifies relation between scanned lines and stored fields | #REF! | Array of Int32 | 8 bytes | | Leaf | W25.52 |
| 315 | 04 | 01 | 05 | 05 | 00 | 00 | AlphaTransparency | Signal Transparency | Specifies whether 0 or the maximum value is transparent | #REF! | Int32 | 4 bytes | | Leaf | W25.52 |
| 316 | 04 | 01 | 05 | 0C | 00 | 00 | ComponentWidth | Component Width | Specifies component width in bits | #REF! | Int32 | 4 bytes | | Leaf | W25.52 |
| 317 | 04 | 01 | 05 | 0D | 00 | 00 | BlackReferenceLevel | Black Reference Level | Specifies digital luminance associated with black | #REF! | Uint32 | 4 bytes | | Leaf | W25.52 |
| 318 | 04 | 01 | 05 | 0E | 00 | 00 | WhiteReferenceLevel | White Reference Level | Specifies digital luminance associated with white | #REF! | Uint32 | 4 bytes | | Leaf | W25.52 |
| 319 | 04 | 01 | 05 | 0F | 00 | 00 | ColorRange | Color Dynamic Range | Specifies range of allowable chrominance values | #REF! | Uint32 | 4 bytes | | Leaf | W25.52 |
| 320 | 04 | 01 | 05 | 11 | 00 | 00 | PixelLayout | Order of Color Components | Specifies order of components | #REF! | RGBALayout | | | Leaf | W25.52 |
| 321 | 04 | 01 | 05 | 12 | 00 | 00 | Palette | Color Palette | Specifies palette containing colors | #REF! | DataValue | Variable | | Leaf | W25.52 |
| 322 | 04 | 01 | 05 | 13 | 00 | 00 | PaletteLayout | Palette Layout ? | Specifies layout of components in palette | #REF! | RGBALayout | | | Leaf | W25.52 |
| 323 | 04 | 01 | 05 | 14 | 00 | 00 | IsUniform | Number of Same Data In Horizontal Direction of Original Signal | Specifies if the data has the same number of rows in strip throughout | #REF! | Boolean | 1 byte | | Leaf | W25.52 |
| 324 | 04 | 01 | 05 | 15 | 00 | 00 | IsContiguous | Number of Stored Contiguous Bytes | Specifies if the data is stored in contiguous bytes | #REF! | Boolean | 1 byte | | Leaf | W25.52 |
| 325 | 04 | 01 | 05 | 16 | 00 | 00 | JPEGTableID | JPEG Table | Specifies JPEG table used to compress video | #REF! | JPEGTableIDType | | | Leaf | W25.52 |
| 326 | 04 | 01 | 05 | 17 | 00 | 00 | TIFFDescriptor_Summary | Tiff Parameters | Contains the TIFF format summary data | #REF! | DataValue | Variable | | Leaf | W25.52 |
| 327 | 04 | 01 | 05 | 18 | 00 | 00 | MPEG Coding Characteristics | MPEG Coding Characteristics | Information about MPEG video coding | #REF! | | | | | |
| 328 | 04 | 01 | 05 | 18 | 02 | 00 | MPEG-2 Coding Characteristics | MPEG-2 Coding Characteristics | Information about MPEG video coding | #REF! | | | | | |
| 329 | 04 | 01 | 05 | 18 | 02 | 01 | Field Frame Type Code | Field Frame Type Code | Identifies the field or frame type of the source video image for video derived from compressed sources. Eg. I B or P | #REF! | ISO 7-bit char | 1 char | 'I', 'B' or 'P' | | |
| 330 | 04 | 01 | 02 | 00 | 00 | 00 | Film parameters | Film Parameters | Information about Film | #REF! | | | | Node | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 331 | 04 | 01 | 02 | 01 | 00 | 00 | 00 | 00 | Film to Video parameters | Film Video Parameters | Information about transferring Film to Video | #REF! | | | | Node | |
| 332 | 04 | 01 | 02 | 01 | 01 | 00 | 00 | 00 | Field Dominance | Field Dominance ? | Field one dominant (True) | #REF! | Boolean | 1 byte | 00h (FALSE) or FFh (TRUE) | Leaf | |
| 333 | 04 | 01 | 02 | 01 | 02 | 00 | 00 | 00 | Framephase sequence | Frame Phase Sequence | eg. A frame, B frame, C frame | #REF! | Unsigned Char | 1 byte | Modulo 'n' count to 255 max | Leaf | |
| 334 | 04 | 01 | 02 | 02 | 00 | 00 | 00 | 00 | Film Pulldown characteristics | Film Pulldown Charateristics | Film transfer pulldown characteristics | #REF! | | | | Node | |
| 335 | 04 | 01 | 02 | 02 | 01 | 00 | 00 | 00 | Pulldown sequence | Pulldown Sequence | eg. 3:2, 1:1 | #REF! | Unsigned Char | 1 byte | See types dictionary | Leaf | |
| 336 | 04 | 01 | 02 | 02 | 02 | 00 | 00 | 00 | Pull down phase | Pulldown Phase | Redundant field in a 3:2 pulldown sequence | #REF! | Boolean | 1 byte | 00h (FALSE) or FFh (TRUE) | Leaf | |
| 337 | 04 | 01 | 02 | 02 | 03 | 00 | 00 | 00 | PulldownKind | Pulldown Kind | Specifies kind of pulldown | #REF! | PulldownKindType | 2 bytes | | Leaf | W25.52 |
| 338 | 04 | 01 | 02 | 02 | 04 | 00 | 00 | 00 | PulldownDirection | Pulldown Direction | Specifies direction of pulldown | #REF! | PulldownDirectionType | 2 bytes | | Leaf | W25.52 |
| 339 | 04 | 01 | 02 | 02 | 05 | 00 | 00 | 00 | PhaseFrame | Pulldown Phase | Specifies pulldown phase | #REF! | PhaseFrameType | 2 bytes | | Leaf | W25.52 |
| 340 | 04 | 01 | 02 | 03 | 00 | 00 | 00 | 00 | Film Frame Rates | Film Frame Rates | Frame per second film frame rate | #REF! | | | | Node | |
| 341 | 04 | 01 | 02 | 03 | 01 | 00 | 00 | 00 | Capture Film Frame rate | 24.00 fps | eg 24.00 fps | #REF! | Unsigned Char | 1 byte | See types dictionary | Leaf | |
| 342 | 04 | 01 | 02 | 03 | 02 | 00 | 00 | 00 | Transfer Film Frame rate | 23.976 fps | eg 23.976 fps | #REF! | Unsigned Char | 1 byte | See types dictionary | Leaf | |
| 343 | 04 | 01 | 02 | 03 | 03 | 00 | 00 | 00 | FilmDescriptor_FrameRate | Specifies Frame rate | Specifies frame rate | #REF! | UInt32 | 4 bytes | | Leaf | W25.52 |
| 344 | 04 | 01 | 02 | 04 | 00 | 00 | 00 | 00 | Film characteristics | Film Characteristics | Frame per second film frame rate | #REF! | | | | Node | |
| 345 | 04 | 01 | 02 | 04 | 01 | 00 | 00 | 00 | Film capture aperture | Film Aperture Characteristics | eg super 16, academy | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |

FIG.18

| | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 346 | 04 | 01 | 02 | 04 | 00 | 00 | 00 | Film Colour Process | Film Color Process | The film colouring process used. Eg: Pathe Colour, Hand Colouring, Berton Keller Dorian Lenticular Process | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 347 | 04 | 01 | 02 | 04 | 03 | 00 | 00 | CodeFormat | Edge Code Format | Specifies the edge code format | #REF! | EdgeType | 2 bytes | | | Leaf | |
| 348 | 04 | 01 | 02 | 04 | 04 | 00 | 00 | Header | Header Text | Specifies the header text on the film | #REF! | IDataValue | variable | | | Leaf | W25.32 |
| 349 | 04 | 01 | 03 | 00 | 00 | 00 | 00 | Video and Film test parameters | Video and Film Test Parameters | Test information from the original recording | #REF! | | | | | Node | |
| 350 | 04 | 01 | 03 | 01 | 00 | 00 | 00 | Video test parameters | Video Test Parameters | Video information from the original recording | #REF! | | | | | Node | |
| 351 | 04 | 01 | 03 | 01 | 00 | 00 | 00 | Testparameter | Test Parameter | eg. Staring Bit Error Rate, Maximum BER Tolerance Level, Sharpness Quality Benchmark, Scalar Based Quality Parameter, Spatial Quality Information, Temporal Quality Information, Matrix Based Quality Parameter | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 352 | 04 | 01 | 03 | 01 | 02 | 00 | 00 | Test Result (real) | Test Result (Real) | The result from the specified test | #REF! | Floating Point | 4 bytes | | | Leaf | |
| 353 | 04 | 01 | 03 | 01 | 03 | 00 | 00 | Test Result (integer) | Test Result (Integer) | The result from the specified test | #REF! | UInt32 | 4 bytes | | | Leaf | |
| 354 | 04 | 01 | 03 | 02 | 00 | 00 | 00 | Film test Parameters | Film Test Parameters | Film test information from the original recording | #REF! | | | | | Node | |
| 355 | 04 | 01 | 03 | 02 | 01 | 00 | 00 | Testparameter | Test Parameter | eg. Hash Frequency response, Tristimulus Gamma Correction, Macbeth Color Checker, Tristimulus Gray Scale Meter, Lab Aim Density, Lab Aim Density Red/Green/Blue, Lab Aim Density | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 356 | 04 | 01 | 03 | 02 | 02 | 00 | 00 | Test Result (real) | Test Result (Real) | The result from the specified test | #REF! | Floating Point | 4 bytes | | | Leaf | |
| 357 | 04 | 01 | 03 | 02 | 03 | 00 | 00 | Test Result (integer) | Test Result (Integer) | The result from the specified test | #REF! | SIMSBF | 4 bytes | | | Leaf | |
| 358 | 04 | 01 | 04 | 00 | 00 | 00 | 00 | Video digital storage alignment | Video Digital Storage Alignment | | #REF! | | | | | Node | |
| 359 | 04 | 01 | 04 | 01 | 00 | 00 | 00 | ImageAlignmentFactor | Buffer Size When Storing Frames | Specifies buffer size alignment when storing frames | #REF! | UInt32 | 4 bytes | | | Leaf | W25.32 |
| 360 | 04 | 01 | 04 | 02 | 00 | 00 | 00 | fClientFillStart | Bytes of Fill Before Start of Field | Specifies bytes of fill before start of field | #REF! | UInt32 | 4 bytes | | | Leaf | W25.32 |
| 361 | 04 | 01 | 04 | 03 | 00 | 00 | 00 | fClientFillEnd | Bytes of Fill After End of Field | Specifies bytes of fill after end of field | #REF! | UInt32 | 4 bytes | | | Leaf | W25.32 |
| 362 | 04 | 01 | 04 | 04 | 00 | 00 | 00 | PaddingBits | Padding Bits | Specifies the number of bits to pad each pixel | #REF! | Int16 | 2 bytes | | | Leaf | W25.32 |
| 363 | 04 | 02 | 00 | 00 | 00 | 00 | 00 | Audio Essence Encoding Characteristics | Characteristics of Audio Signal Device | Operating characteristics of the device creating the essence. | #REF! | | | | | Node | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 364 | 04 | 02 | 01 | 00 | 00 | 00 | 00 | 00 | Audio Fundamental Characteristics | Audio Fundamental Characteristics | Fundamental audio characteristics | #REF! | | | | Node | |
| 365 | 04 | 02 | 01 | 01 | 00 | 00 | 00 | 00 | Audio Source Device | Audio Source Device | Indicates the type of the audio source. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 366 | 04 | 02 | 01 | 02 | 00 | 00 | 00 | 00 | Fundamental audio formulation | Fundamental Audio Control | number of recording channels used, analogue or digital recording device, analog or digital mixing console | #REF! | | | | Node | |
| 367 | 04 | 02 | 01 | 02 | 01 | 00 | 00 | 00 | Electro-spatial formulation | Audio Channel Division | Mono, Dual mono, Stereo A+B, Stereo M&S, Dolby surround, MPEG BC/NBC etc | #REF! | Unsigned Char | 1 byte | See types dictionary | Leaf | |
| 368 | 04 | 02 | 01 | 02 | 02 | 00 | 00 | 00 | Filtering applied | Audio Filtering Characteristics | eg, Academy, flat etc | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 369 | 04 | 02 | 01 | 02 | 03 | 00 | 00 | 00 | Audio reference level | Audio Reference Level | Number of Dbm for 0VU | #REF! | UInt8 | 1 byte | | Leaf | |
| 370 | 04 | 02 | 01 | 02 | 04 | 00 | 00 | 00 | Number of audio channels in mix | Number of Audio Channels In Mix | The number of audio channels in the mix | #REF! | | | | Node | |
| 371 | 04 | 02 | 01 | 02 | 04 | 01 | 00 | 00 | Mono channels | Number of Mono Channels | The number of mono channels in the mix | #REF! | UInt8 | 1 byte | 1 to 255 | Leaf | |
| 372 | 04 | 02 | 01 | 02 | 04 | 02 | 00 | 00 | Stereo channels | Number of Stereo Channels | The number of stereo channels in the mix | #REF! | UInt8 | 1 byte | 1 to 255 | Leaf | |
| 373 | 04 | 02 | 01 | 02 | 04 | 03 | 00 | 00 | PhysicalTrackNumber | Track Number | Identifies the physical track associated with the slot | #REF! | UInt32 | 4 bytes | | Leaf | W25.52 |
| 374 | 04 | 02 | 01 | 03 | 00 | 00 | 00 | 00 | Film sound source | Audio From Film | Indicates the film sound source | #REF! | | | | Node | |
| 375 | 04 | 02 | 01 | 03 | 01 | 00 | 00 | 00 | Optical track | Optical Recording | The kind of optical track from which the sound was recovered | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 376 | 04 | 02 | 01 | 03 | 02 | 00 | 00 | 00 | Magnetic track | Magnetic Recording | The kind of magnetic track from which the sound was recovered | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 377 | 04 | 02 | 02 | 00 | 00 | 00 | 00 | 00 | Analogue Audio Coding Characteristics | Analogue Audio Characteristics | Information about the original analogue coding of the essence | #REF! | | | | Node | |
| 378 | 04 | 02 | 02 | 01 | 00 | 00 | 00 | 00 | Analogue system | Analogue System | Rat, Dolby-A etc | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |

FIG.19

| | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 379 | 04 | 02 | 03 | 00 | 00 | 00 | 00 | Digital Audio Sampling Characteristics | Audio Sampling Characteristics | sampling frequency, reference clock, bits per sample, rounding, dither (rectangular, triangular PD) | #REF! | | | | Node |
| 380 | 04 | 02 | 03 | 01 | 00 | 00 | 00 | Sample rate | Sample Rate | The sample rate | #REF! | UInt8 | 1 byte | See types dictionary | Leaf |
| 381 | 04 | 02 | 03 | 02 | 00 | 00 | 00 | Reference clock frequency | Clock Frequency | The reference clock frequency in Hz | #REF! | UInt8 | 1 byte | See types dictionary | Leaf |
| 382 | 04 | 02 | 03 | 03 | 00 | 00 | 00 | Bits per Sample | Bits Per Samples | The maximum number of significant bits for the value without compression. | #REF! | UInt8 | 1 byte | | Leaf |
| 383 | 04 | 02 | 03 | 04 | 00 | 00 | 00 | Roundinglaw | Rounding Law | The roundinglaw applied | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf |
| 384 | 04 | 02 | 03 | 05 | 00 | 00 | 00 | Dither | Dither | rectangular, triangular PD | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf |
| 385 | 04 | 02 | 04 | 00 | 00 | 00 | 00 | Digital Audio Coding Characteristics | Audio Coding Characteristics | Information about the essence digital coding | #REF! | | | | Node |
| 386 | 04 | 02 | 04 | 01 | 00 | 00 | 00 | Coding Law | Coding Law | Type of coding (u-Law, A-law, block companding, G.711, G.722, MPEG type, layer no, Dolby AC. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf |
| 387 | 04 | 02 | 04 | 02 | 00 | 00 | 00 | Layer number | Layer Number | The layer number of the digital coding | #REF! | UInt8 | 1 byte | | Leaf |
| 388 | 04 | 02 | 04 | 03 | 00 | 00 | 00 | Average Bit rate | Average Bit Rate | The Average bit rate | #REF! | Floating Point | 4 bytes | | Leaf |
| 389 | 04 | 02 | 04 | 04 | 00 | 00 | 00 | Fixed_bitrate | Fixed Bit Rate | Fixed = TRUE, variable = FALSE | #REF! | Boolean | 1 byte | 00h (FALSE), FFh (TRUE) | Leaf |
| 390 | 04 | 02 | 07 | 00 | 00 | 00 | 00 | Audio test parameters | Audio Test Parameters | Audio test parameters from the original recording | #REF! | | | | Node |
| 391 | 04 | 02 | 07 | 01 | 00 | 00 | 00 | Signal to noise ratio | SNR | The measured signal to noise ratio of the original recording | #REF! | Floating Point | 4 bytes | | Leaf |
| 392 | 04 | 02 | 07 | 02 | 00 | 00 | 00 | Weighting | Weighting | The weighting usedin measurements | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf |
| 393 | 04 | 02 | 08 | 00 | 00 | 00 | 00 | Audio summary information | Audio Summary Informaiton | | #REF! | | | | Node |
| 394 | 04 | 02 | 08 | 01 | 00 | 00 | 00 | AIFCDescriptor_Summary | Aifc Format Summary | Contains AIFC format summary | #REF! | DataValue | Variable | | Leaf |
| 395 | 04 | 02 | 08 | 02 | 00 | 00 | 00 | WAVEDescriptor_Summary | Wave Format Summary | Contains the WAVE audio format summary data | #REF! | DataValue | Variable | | Leaf |
| 396 | 04 | 03 | 00 | 00 | 00 | 00 | 00 | Data Essence Encoding Characteristics | Encoding Method | Operating characteristics of the device creating the data essence. | #REF! | | | | Node |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 397 | 04 | 03 | 01 | 00 | 00 | 00 | 00 | 00 | Data Essence Fundamental Characteristics | Fundamental Characteristics | Fundamental Data characteristics | #REF! | | | | Node | |
| 398 | 04 | 03 | 01 | 01 | 00 | 00 | 00 | 00 | Analogue Data Essence Coding Characteristics | Information About Original Signals | Information about the origiant analogue coding of the data essence | #REF! | | | | Node | |
| 399 | 04 | 03 | 01 | 01 | 01 | 00 | 00 | 00 | Analogue Data Coding | Analogue Data Coding | eg. Teletext | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 400 | 04 | 03 | 02 | 00 | 00 | 00 | 00 | 00 | Digital Data Coding Characteristics | Digital Coding Characteristics | Information about the data essence digital coding | #REF! | | | | Node | |
| 401 | 04 | 03 | 03 | 00 | 00 | 00 | 00 | 00 | Data test parameters | Data From The Original Recording | Data test parameters from the original recording | #REF! | | | | Node | |
| 402 | 04 | 04 | 00 | 00 | 00 | 00 | 00 | 00 | Metadata Encoding Characteristics | Metadata Device Characteristics | Operating characteristics of the device creating the metadata | #REF! | | | | Node | |
| 403 | 04 | 04 | 01 | 00 | 00 | 00 | 00 | 00 | Metadata Fundamental Characteristics | Metadata Fundamental Characteristics | Fundamental Metadata characteristics | #REF! | | | | Node | |
| 404 | 04 | 04 | 01 | 01 | 00 | 00 | 00 | 00 | Timecode Characteristics | Timecode Characteristics | Characteristics of timecode metadata | #REF! | | | | Node | |
| 405 | 04 | 04 | 01 | 01 | 01 | 00 | 00 | 00 | Timecode Kind | Time Code Kind | eg. Dropframe, non drop frame, EBU, 309M, 12M etc | #REF! | | | | Node | |
| 406 | 04 | 04 | 01 | 01 | 01 | 01 | 00 | 00 | Timecode Kind | Time Code Kind | Timecode Kind expressed as a ISO 7-bit string | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 407 | 04 | 04 | 01 | 01 | 01 | 02 | 00 | 00 | Drop | Drop Frame | Specifies whether timecode is drop frame | #REF! | Boolean | 1 byte | | Leaf | W25.52 |
| 408 | 04 | 04 | 01 | 01 | 01 | 03 | 00 | 00 | SourceType | LTC/VITC | Specifies whether timecode is LTC or VITC | #REF! | TCSource | 2 bytes | | Leaf | W25.52 |
| 409 | 04 | 04 | 01 | 01 | 02 | 00 | 00 | 00 | Timecode Timebase | Timecode Timebase | eg. 24, 25, 30, 50, 48 | #REF! | | | | Type Node | |
| 410 | 04 | 04 | 01 | 01 | 02 | 01 | 00 | 00 | Timecode Timebase | Same as 410 | eg. 24, 25, 30, 50, 48 | #REF! | UInt8 | 1 byte | See types dictionary | Leaf | |
| 411 | 04 | 04 | 01 | 01 | 02 | 02 | 00 | 00 | FPS | Frames Per Second | Specifies frames per second | #REF! | UInt16 | 2 bytes | | Leaf | W25.52 |

FIG.20

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 112 | 04 | 04 | 01 | 03 | 00 | 00 | Timecode User bits flag | User Bits On/Off | User bits active = True | #REF! | Boolean | 1 byte | 00h (FALSE), FFh (TRUE) | Leaf | | | |
| 113 | 04 | 04 | 01 | 04 | 00 | 00 | Start | Start Address | Specifies starting timecode in edit units | #REF! | Position | 8 bytes | | Leaf | W25.52 | | |
| 114 | 04 | 04 | 01 | 07 | 00 | 00 | TimecodeStream_SampleRate | Sample Rate of Timecode | Specifies sample rate of timecode | #REF! | Rational | 8 bytes | | Leaf | W25.52 | | |
| 115 | 04 | 04 | 01 | 08 | 00 | 00 | Source | Timicode Data | Contains timecode data | #REF! | DataStream | Variable | | Leaf | W25.52 | | |
| 116 | 04 | 04 | 01 | 0A | 01 | 00 | IncludesSync | Timecode With Sync Signals | Specifies whether synchronization data is included | #REF! | Boolean | 1 byte | | Leaf | W25.52 | | |
| 117 | 04 | 04 | 02 | 00 | 00 | 00 | Analogue Metadata Coding Characteristics | Analogue Metadata Information | Information about the original analogue coding of the metadata | #REF! | | | | Node | | | |
| 118 | 04 | 04 | 02 | 01 | 00 | 00 | Analogue Metadata Carrier | Analogue Metadata Carrier | eg. Teletext | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | | | |
| 119 | 01 | 04 | 03 | 00 | 00 | 00 | Digital Metadata Coding Characteristics | Digital Metadata Information | Information about the metadata digital coding | #REF! | | | | Node | | | |
| 120 | 04 | 04 | 03 | 01 | 00 | 00 | Digital Metadata Carrier | Digital Metadata Carrier | The metadata coding type - eg. Digital VBI, AES-3 | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | | | |
| 121 | 04 | 04 | 07 | 00 | 00 | 00 | Metadata test parameters | Metadata Test Characteristics | Metadata test parameters from the original recording | #REF! | | | | Node | | | |
| 122 | 04 | 05 | 00 | 00 | 00 | 00 | System & Control Encoding Characteristics | Device Characteristics | Operating characteristics of the device creating the system and control information | #REF! | | | | Node | | | |
| 123 | 04 | 05 | 01 | 00 | 00 | 00 | System & Control Fundamental Characteristics | Fundamental Metadata Characteristics | Fundamental System and Control Metadata characteristics | #REF! | | | | Node | | | |
| 124 | 04 | 05 | 01 | 00 | 00 | 00 | Analogue System & Control Codi | Original Analogue Signal Characteristics | Information about the original analogue coding of the system & control data | #REF! | | | | Node | | | |
| 125 | 04 | 05 | 01 | 01 | 00 | 00 | Analogue System & Control Coding | Analog System | eg. Teletext | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | | | |
| 126 | 04 | 05 | 02 | 00 | 00 | 00 | Digital System Coding Characteristics | Information About The Original Digital Coding | Information about the original digital coding of the system & control data | #REF! | | | | Node | | | |
| 127 | 04 | 05 | 03 | 00 | 00 | 00 | Digital System Metadata Sampling Characteristics | Information About Digital Metadata | Information about the System and Control metadata digital sampling | #REF! | | | | Node | | | |
| 128 | 04 | 05 | 04 | 00 | 00 | 00 | System Metadata test parameters | Original Signal Metadata Characteristics | System and Control metadata test parameters from the original recording | #REF! | | | | Node | | | |
| 129 | 04 | 06 | 00 | 00 | 00 | 00 | General Encoding Characteristics | General Encoding Characteristics | Characteristics that apply to more than one type of essence or metadata | #REF! | | | | Node | | | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 430 | 04 | 06 | 01 | 00 | 00 | 00 | 00 | 00 | General Essence Encoding Characteristics | General Essence Encoding Characteristics | Characteristics that apply to more than one type of essence | #REF! | | | | Node | |
| 431 | 04 | 06 | 01 | 01 | 00 | 00 | 00 | 00 | SampleRate | Sampling Rate | Specifies the sample rate of essence data | #REF! | Rational | 8 bytes | | Leaf | W25.52 |
| 432 | 04 | 06 | 01 | 02 | 00 | 00 | 00 | 00 | Length | Length | Specifies the number of samples of essence data | #REF! | Length | 8 bytes | | Leaf | W25.52 |
| 433 | 04 | 06 | 02 | 00 | 00 | 00 | 00 | 00 | Container encoding Characteristics | Container Encoding Characteristics | Characteristics that apply to the container of the metadata or essence | #REF! | | | | Node | |
| 434 | 04 | 06 | 02 | 01 | 00 | 00 | 00 | 00 | ByteOrder | Byte Order | Specifies the byte order of the metadata | #REF! | Int16 | 2 bytes | | Leaf | |
| 435 | 04 | 07 | 00 | 00 | 00 | 00 | 00 | 00 | Storage Medium parameters | Storage Medium Information | Characteristics that describe the physical media such as cartridge size | #REF! | | | | Node | |
| 436 | 04 | 07 | 01 | 00 | 00 | 00 | 00 | 00 | Tape cartridge format | Tape Cartridge Format | | #REF! | | | | Node | |
| 437 | 04 | 07 | 01 | 01 | 00 | 00 | 00 | 00 | Videotape gauge and format | Videotape Gauge | The gauge and format of the videotape eg. Betacam SP, HDVS 24P | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 438 | 04 | 07 | 01 | 02 | 00 | 00 | 00 | 00 | FormFactor | Size of Tape | Specifies the physical size of tape | #REF! | TapeCaseType | 2 bytes | | Leaf | W25.52 |
| 439 | 04 | 07 | 01 | 03 | 00 | 00 | 00 | 00 | VideoSignal | Signal Form | Specifies whether the tape is NTSC, PAL, or SECAM | #REF! | VideoSignalType | 2 bytes | | Leaf | W25.52 |
| 440 | 04 | 07 | 01 | 04 | 00 | 00 | 00 | 00 | TapeFormat | Tape Format | Describes the format of the tape | #REF! | TapeFormatType | 2 bytes | | Leaf | W25.52 |
| 441 | 04 | 07 | 01 | 05 | 00 | 00 | 00 | 00 | Length | Recording Time | Specifies the tape capacity in minutes | #REF! | Length | 8 bytes | | Leaf | W25.52 |
| 442 | 04 | 07 | 01 | 06 | 00 | 00 | 00 | 00 | TapeDescriptor_ManufacturerID | Tape Manufacturer | Specifies the SMPTE label or AUID that identifies the manufacturer | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 443 | 04 | 07 | 01 | 07 | 00 | 00 | 00 | 00 | Model | Tape Model Number | Specifies the tape model number | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 444 | 04 | 07 | 02 | 00 | 00 | 00 | 00 | 00 | Disc recorder parameters | Disc Recorder Information | Information about the recorder disc | #REF! | | | | Node | |

FIG.21

| | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 445 | 04 | 07 | 02 | 01 | 00 | 00 | 00 | 00 | Disc kind and format | Disc Kind | The kind and format of the disc eg. Recordable DVD; CD Rom | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 446 | 04 | 07 | 03 | 00 | 00 | 00 | 00 | 00 | Film Medium Parameters | Film Medium Information | Information about the physical film media | #REF! | | | | | Node | |
| 447 | 04 | 07 | 03 | 01 | 00 | 00 | 00 | 00 | Film stock manufacturer | Film Stock Manufacturer | eg Kodak, Ilford | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 448 | 04 | 07 | 03 | 02 | 00 | 00 | 00 | 00 | Film Stock type | Film Stock Type | eg. 5247 | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 449 | 04 | 07 | 03 | 03 | 00 | 00 | 00 | 00 | PerforationsPerFrame | Perforations Information | Specifies number of perforations per frame (that is 3 or 4) | #REF! | UInt8 | 1 byte | | | Leaf | |
| 450 | 04 | 07 | 03 | 04 | 00 | 00 | 00 | 00 | FilmKind | Film Kind | Specifies the film type | #REF! | FilmType | 2 bytes | | | Leaf | W25.52 |
| 451 | 04 | 07 | 03 | 05 | 00 | 00 | 00 | 00 | FilmFormat | Film Format | Identifies kind of film stock | #REF! | FilmType | 2 bytes | | | Leaf | W25.52 |
| 452 | 04 | 07 | 03 | 06 | 00 | 00 | 00 | 00 | FilmAspectRatio | Film Aspect Ratio | Specifies image aspect ratio for film | #REF! | Rational | 8 bytes | | | Leaf | W25.52 |
| 453 | 04 | 07 | 03 | 07 | 00 | 00 | 00 | 00 | Manufacturer | Manufacturer | Specifies manufacturer of film stock | #REF! | Unicode String | variable | | | Leaf | W25.52 |
| 454 | 04 | 07 | 03 | 08 | 00 | 00 | 00 | 00 | Model | Model | Specifies film model number | #REF! | Unicode String | variable | | | Leaf | W25.52 |
| 455 | 04 | 07 | 03 | 09 | 00 | 00 | 00 | 00 | Film gauge and format | Film Gauge | The gauge and format of the film eg 70 mm Neg; Blair Viewtoscope 48 mm | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 456 | 04 | 08 | 00 | 00 | 00 | 00 | 00 | 00 | *Object Characteristics (Placeholder)* | | | #REF! | | | | | Node | |
| 457 | 04 | 10 | 00 | 00 | 00 | 00 | 00 | 00 | Device Characteristics | Device Characteristics | Information about the devices used | #REF! | | | | | Node | |
| 458 | 04 | 10 | 01 | 00 | 00 | 00 | 00 | 00 | Camera Characteristics | Camera Characteristics | Information about camera devices | #REF! | | | | | Node | |
| 459 | 04 | 10 | 01 | 01 | 00 | 00 | 00 | 00 | Optical Characteristics | Optica Characteristics | Information about camera optics | #REF! | | | | | Node | |
| 460 | 04 | 10 | 01 | 01 | 01 | 00 | 00 | 00 | Focal Length | Focal Length | Focal length of the lens at time of collection. | #REF! | Floating Point | 4 bytes | | | Leaf | |
| 461 | 04 | 10 | 01 | 01 | 01 | 00 | 00 | 00 | Sensor Size | CCD Size | The size of the sensor - eg. 1/2", 2/3" etc | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | | Leaf | |
| 462 | 04 | 10 | 01 | 01 | 02 | 00 | 00 | 00 | Lens Aperture | Lens | Aperture of the lens at the time of collection | #REF! | Floating Point | 4 bytes | | | Leaf | |

| Line # | SMPTE label | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 463 | 04 | 10 | 01 | 02 | 00 | 00 | Sensor Type Code | CCD Size of Original Signals | Code indicating type of sensor that produced the original video content. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 464 | 04 | 10 | 01 | 03 | 00 | 00 | Field of View | Field of View | Sensor field of view, in degrees. | #REF! | Floating Point | 4 bytes | | Leaf | |
| 465 | 04 | 10 | 01 | 04 | 00 | 00 | Anamorphic lens characteristic | Special Lens | eg Flat, anamorphic | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 466 | 04 | 10 | 01 | 02 | 00 | 00 | Optical Test parameters | Optical Test Characteristics | Optical test parameters from the original recording | #REF! | | | | Node | |
| 467 | 04 | 10 | 01 | 02 | 00 | 00 | Optical Sensor Characteristics | Sensor Characteristics | Information about the optical sensor used | #REF! | | | | Node | |
| 468 | 04 | 10 | 01 | 02 | 01 | 00 | Flare | Flare Characteristics | Flare test measurements | #REF! | Floating Point | 4 bytes | | Leaf | |
| 469 | 04 | 10 | 02 | 00 | 00 | 00 | Microphone Characteristics | Microphone Characteristics | Information about microphones used | #REF! | | | | Node | |
| 470 | 04 | 10 | 02 | 01 | 00 | 00 | Sensor type | Sensor Type | transducer principle | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 471 | 04 | 10 | 02 | 02 | 00 | 00 | Polar characteristic | Polar Characteristics | polar patterns | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 472 | 04 | 15 | 00 | 00 | 00 | 00 | Image Characteristics | Image Characteristics | The specific category of imagery | #REF! | | | | Node | |
| 473 | 04 | 15 | 01 | 00 | 00 | 00 | Image Category | Image Category | Identifies the specific category of imagery (often revealing the nature of the collector or intended use). Format is as defined in NITF v2.0 in addition to those defined here. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 474 | 05 | 00 | 00 | 00 | 00 | 00 | PROCESS | Class 5 Process | Class 5 is reserved for information about the essence processing | #REF! | | | | Node | |
| 475 | 05 | 01 | 00 | 00 | 00 | 00 | Process indicators | Process Status Flag | Flags etc indicating the process status of the essence | #REF! | | | | Node | |
| 476 | 05 | 01 | 01 | 00 | 00 | 00 | Fundamental | Fundamental Information | Information about process fundamentals | #REF! | | | | Node | |
| 477 | 05 | 01 | 01 | 01 | 00 | 00 | Integration indication | Display Segment of A Chip or Shot | A term that describes what the essence is as a unit status of the essence. Terms must be consistent with industry or organizational practices to be useful. Includes a segment of a clip or shot. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |

FIG.22

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 478 | 05 | 01 | 01 | 02 | 00 | 00 | 00 | 00 | Quality Flag | Duplication Property | Quality of a specific recording(physical copy (good/no good) | #REF! | Boolean | 1 byte | 00h (NO GOOD), FFh (GOOD) | Leaf | |
| 479 | 05 | 01 | 01 | 03 | 00 | 00 | 00 | 00 | Physical Instance Category | Duplication Purpose | Category of physical copy (e.g., master copy, copy, broadcast copy) | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 480 | 05 | 01 | 02 | 00 | 00 | 00 | 00 | 00 | Capture | Capture | Information about how content capture | #REF! | | | | Node | |
| 481 | 05 | 01 | 02 | 01 | 00 | 00 | 00 | 00 | Digital or analogue origination | Digital or Analogue Origination | The nature of the first capture of the material | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 482 | 05 | 01 | 02 | 02 | 00 | 00 | 00 | 00 | Microphone Placement techniques | Microphone Placement Techniques | spaced omnis, spaced cardioids, close miking | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 483 | 05 | 01 | 03 | 00 | 00 | 00 | 00 | 00 | Manipulation | Manipulation | Information about how content manipulation | #REF! | | | | Node | |
| 484 | 05 | 01 | 03 | 01 | 00 | 00 | 00 | 00 | Simple Flagging | Number of Alternations | The number of alterations to the original file. | #REF! | UInt16 | 2 bytes | | Leaf | |
| 485 | 05 | 01 | 03 | 02 | 00 | 00 | 00 | 00 | Copy Number | Number of Copies | The number of copies (i.e. not lossless clones) | #REF! | UInt8 | 1 byte | 1 to 255 | | |
| 486 | 05 | 01 | 03 | 03 | 00 | 00 | 00 | 00 | Clone number | Number of Clones | The number of clones (i.e. digitally lossless copies) | #REF! | UInt8 | 1 byte | 1 to 255 | | |
| 487 | 05 | 01 | 03 | 04 | 00 | 00 | 00 | 00 | Work in Progress Flag | Work In Progress Falg | Is the essence is a work in progress? TRUE/FALSE | #REF! | Boolean | 1 byte | 00h (FALSE), FFh (TRUE) | Leaf | |
| 488 | 05 | 01 | 03 | 08 | 00 | 00 | 00 | 00 | Digital or analogue mix | Digital or Analogue mix | The way in which the first mix down was done - particularly audio. | #REF! | | | | Type Node | |
| 489 | 05 | 01 | 03 | 08 | 00 | 00 | 00 | 00 | Digital or analogue mix | Same as 489 | The way in which the first mix down was done - particularly audio | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 490 | 05 | 02 | 00 | 00 | 00 | 00 | 00 | 00 | Downstream Processing History | History of Compression for Payload | Audit history of compression for payload. | #REF! | | | | Node | |
| 491 | 05 | 02 | 01 | 00 | 00 | 00 | 00 | 00 | Video Compression History | History of Compression for Video Payload | Audit history of compression for video payload. | #REF! | | | | Node | |
| 492 | 05 | 02 | 01 | 01 | 00 | 00 | 00 | 00 | Video Compression Algorithm | Video Compression Algorithm | Algorithm used to compress video content. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 493 | 05 | 02 | 01 | 02 | 00 | 00 | 00 | 00 | MPEG-2 dynamic coding historical dataset | Compression Historical Dataset | Audit history of coding - se SMPTEXXXX. | #REF! | as per standard | | | Leaf | |
| 494 | 05 | 02 | 01 | 03 | 00 | 00 | 00 | 00 | Video Noise Reduction Algorithm | Noise Reduction Algorithm | Algorithm used in a noise reduction process | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 495 | 05 | 02 | 01 | 04 | 00 | 00 | 00 | 00 | Compression | Compression | Specifies video compression | #REF! | AUID | 16 bytes | | Leaf | W25.52 |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 496 | 06 | 02 | 02 | 00 | 00 | 00 | 00 | 00 | Audio Compression History | Audio Compression History | Audit history of compression for audio payload. | #REF! | | | | Node | |
| 497 | 06 | 02 | 02 | 01 | 00 | 00 | 00 | 00 | Audio Compression Algorithm | Audio Compression Algorithm | Algorithms used, bitrates used, modes used. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 498 | 06 | 02 | 02 | 02 | 00 | 00 | 00 | 00 | MPEG-2 Audio dynamic coding history | Audio Coding History | quantisation per subband, scale factors as per SMPTEXXXX | #REF! | as per standard | | | Leaf | |
| 499 | 06 | 02 | 02 | 03 | 00 | 00 | 00 | 00 | Audio Noise Reduction Algorithm | Noise Reduction Algorithm | Algorithm used in a noise reduction process - eg Dolby SR, Telcom, other | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 500 | 06 | 02 | 03 | 00 | 00 | 00 | 00 | 00 | Data Compression History | Same as 491 | Audit history of compression for payload. | #REF! | | | | Node | |
| 501 | 06 | 02 | 04 | 00 | 00 | 00 | 00 | 00 | Metadata Compression History | Metadata Compression History | Audit history of compression for payload. | #REF! | | | | Node | |
| 502 | 06 | 10 | 00 | 00 | 00 | 00 | 00 | 00 | MPEG Processing | MPEG Precessing | MPEG processing performed on the essence | #REF! | | | | Node | |
| 503 | 06 | 10 | 01 | 00 | 00 | 00 | 00 | 00 | Splicing Metadata | Splicing Metadata | MPEG-2 splicing metadata as defined in SDTI-CP (E&M) and SMPTE 312M | #REF! | as per standard | | | Leaf | |
| 504 | 06 | 20 | 00 | 00 | 00 | 00 | 00 | 00 | Enhancement or Modification | Enhancement or Modification | Enhancement or modification to the essence | #REF! | | | | Node | |
| 505 | 06 | 20 | 01 | 00 | 00 | 00 | 00 | 00 | Video processing | Modification to The Video Essence | Enhancement or modification to the video essence | #REF! | | | | Node | |
| 506 | 06 | 20 | 01 | 01 | 00 | 00 | 00 | 00 | Enhancement or Modification Description | Modification Description | Description of how video content was modified. | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 507 | 06 | 20 | 01 | 02 | 00 | 00 | 00 | 00 | Video processor settings (Device-specific) | Device Disignation | The settings of a specific device in the system | #REF! | | | | Node | |
| 508 | 06 | 20 | 01 | 02 | 01 | 00 | 00 | 00 | Device kind | Device Kind | Specific description for a device - eg for the film camera, film grading, video camera, variable gain amplifier etc | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 509 | 06 | 20 | 01 | 02 | 02 | 00 | 00 | 00 | Device parameter | Device Parameter | Specific parameter for the specified device eg. Overall gain, Red bit, coring | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 510 | 06 | 20 | 01 | 02 | 03 | 00 | 00 | 00 | Device parameter setting | Same as 510 | The setting of the specific parameter for the specified device | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |

FIG.23

| | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 511 | 05 | 20 | 02 | 00 | 00 | 00 | 00 | 00 | Audio Processing | Audio Modification | Enhancement or modification to the audio essence | #REF! | | | | Node | |
| 512 | 05 | 20 | 02 | 01 | 00 | 00 | 00 | 00 | Enhancement or Modification Description | Description of How Audio Content Was Modified | Description of how audio content was modified. | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 513 | 05 | 20 | 02 | 02 | 00 | 00 | 00 | 00 | Audio processor settings (Device-specific) | Setting of Audio Device | The settings of a specific device in the system | #REF! | | | | Node | |
| 514 | 05 | 20 | 02 | 02 | 01 | 00 | 00 | 00 | Device kind | Device Kind | Specific description for a device - eg The Compressor, limiter, etc | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 515 | 05 | 20 | 02 | 02 | 02 | 00 | 00 | 00 | Device parameter | Divice Parameter | Specific parameter for the specified device eg. Attack, gating | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 516 | 05 | 20 | 02 | 02 | 03 | 00 | 00 | 00 | Device parameter setting | Device Parameter Setting | The setting of the specific parameter for the specified device | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 517 | 05 | 20 | 03 | 00 | 00 | 00 | 00 | 00 | Data Processing | Data Processing | Enhancement or modification to the data essence | #REF! | | | | Node | |
| 518 | 05 | 20 | 03 | 01 | 00 | 00 | 00 | 00 | Enhancement or Modification Description | Description of How Audio Content Was Modified | Description of how data content was modified. | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 519 | 05 | 20 | 03 | 02 | 00 | 00 | 00 | 00 | Data processor settings (Device-specific) | Device Setting | The settings of a specific device in the system | #REF! | | | | Node | |
| 520 | 05 | 20 | 03 | 02 | 01 | 00 | 00 | 00 | Device kind | Device Kind | Specific description for a device | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 521 | 05 | 20 | 03 | 02 | 02 | 00 | 00 | 00 | Device parameter | Divice Parameter | Specific parameter for the specified device | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 522 | 05 | 20 | 03 | 02 | 03 | 00 | 00 | 00 | Device parameter setting | Device Parameter Setting | The setting of the specific parameter for the specified device | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 523 | 05 | 20 | 10 | 00 | 00 | 00 | 00 | 00 | Editing Information | Editing Information | Information about alterations to the original image stream. | #REF! | | | | Node | |
| 524 | 05 | 20 | 10 | 01 | 00 | 00 | 00 | 00 | Editing version information | Editing Version Information | | #REF! | | | | Node | |
| 525 | 05 | 20 | 10 | 01 | 01 | 00 | 00 | 00 | Version | Version of the Format | Specifies the version of the file format | #REF! | VersionType | 2 bytes | | Leaf | W25.52 |
| 526 | 05 | 20 | 10 | 02 | 00 | 00 | 00 | 00 | Editing decisions | Editing Details | | #REF! | | | | Node | |
| 527 | 05 | 20 | 10 | 02 | 01 | 00 | 00 | 00 | RelativeScope | Content of Change | Specifies relative scope | #REF! | UInt32 | 4 bytes | | Leaf | W25.52 |
| 528 | 05 | 20 | 10 | 02 | 02 | 00 | 00 | 00 | RelativeSlot | Change Slot | Specifies slot in scope | #REF! | UInt32 | 4 bytes | | Leaf | W25.52 |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 529 | 06 | 20 | 10 | 02 | 03 | 00 | 00 | 00 | SourceMobSlotID | Source Signal Mob | Specifies slot in mob | #REF! | UInt32 | 4 bytes | | Leaf | W25.52 |
| 530 | 06 | 20 | 10 | 02 | 04 | 00 | 00 | 00 | DefFadeType | Default Fade Type | Specifies the default fade type for audio soft cuts | #REF! | FadeType | 2 bytes | | Leaf | W25.52 |
| 531 | 06 | 20 | 10 | 03 | 00 | 00 | 00 | 00 | Editing matte information | Editing Matte Information | | #REF! | | | | Node | |
| 532 | 06 | 20 | 10 | 03 | 01 | 00 | 00 | 00 | HotSpotRect | Editing Matte Type | Specifies matte as a rectangle | #REF! | Rectangle | 32 bytes | | Leaf | W25.52 |
| 533 | 06 | 20 | 10 | 04 | 00 | 00 | 00 | 00 | Editing event information | Editing Event Information | | #REF! | | | | Node | |
| 534 | 06 | 20 | 10 | 04 | 01 | 00 | 00 | 00 | Event_Comment | Comment | Describes event | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 535 | 06 | 20 | 10 | 04 | 02 | 00 | 00 | 00 | ActiveState | Event On/Off | Specifies whether the event turns device on or off | #REF! | Boolean | 1 byte | | Leaf | W25.52 |
| 536 | 06 | 20 | 10 | 05 | 00 | 00 | 00 | 00 | Editing effect information | Editing Effect Information | | #REF! | | | | Node | |
| 537 | 06 | 20 | 10 | 05 | 01 | 00 | 00 | 00 | FadeInType | Type of Audio Fade In | Specifies type of audio fade in | #REF! | FadeType | 2 bytes | | Leaf | W25.52 |
| 538 | 06 | 20 | 10 | 05 | 02 | 00 | 00 | 00 | FadeOutType | Type of Audio Fade Out | Specifies type of audio fade out | #REF! | FadeType | 2 bytes | | Leaf | W25.52 |
| 539 | 06 | 20 | 10 | 05 | 03 | 01 | 00 | 00 | ControlPoint_Value | Control Point | Specifies a value at specified time | #REF! | DataValue | variable | | Leaf | W25.52 |
| 540 | 06 | 20 | 10 | 05 | 04 | 02 | 00 | 00 | ConstantValue_Value | Constant Value | Specifies a constant value | #REF! | DataValue | variable | | Leaf | W25.52 |
| 541 | 06 | 20 | 10 | 05 | 05 | 00 | 00 | 00 | EditHint | Hints | Provides hints useful when control point is edited | #REF! | EditHintType | 2 bytes | | Leaf | W25.52 |
| 542 | 06 | 20 | 10 | 05 | 06 | 00 | 00 | 00 | IsTimeWarp | Transient Information | Identifies time-varying effects | #REF! | Boolean | 1 byte | | Leaf | W25.52 |
| 543 | 06 | 20 | 10 | 05 | 07 | 00 | 00 | 00 | Category | Category Information | Identifies category of operation (effect, 3D transform, etc.) | #REF! | OpCategories | variable | | Leaf | W25.52 |

FIG.24

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 544 | 06 | 20 | 10 | 05 | 08 | 00 | 00 | 00 | NumberInputs | Number of Input Segments | Specifies number of input segments | #REF! | Int32 | 4 bytes | | Leaf | W25.52 |
| 545 | 06 | 20 | 10 | 05 | 09 | 00 | 00 | 00 | Bypass | Bypass Information | Specifies default input to play | #REF! | UInt32 | 4 bytes | | Leaf | W25.52 |
| 546 | 06 | 20 | 10 | 06 | 00 | 00 | 00 | 00 | Editing web information | Editing Web Information | | #REF! | | | | Node | |
| 547 | 06 | 20 | 10 | 06 | 01 | 00 | 00 | 00 | BeginAnchor | Begin | Specifies start of reference | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 548 | 06 | 20 | 10 | 06 | 02 | 00 | 00 | 00 | EndAnchor | End | Specifies end of reference | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 549 | 06 | 20 | 10 | 07 | 00 | 00 | 00 | 00 | Editing user notes | Editng Notes | | #REF! | | | | Node | |
| 550 | 06 | 20 | 10 | 07 | 01 | 00 | 00 | 00 | TaggedValue_Name | Tag Information | Specifies the tag | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 551 | 06 | 20 | 10 | 07 | 02 | 00 | 00 | 00 | TaggedValue_Value | Value Information | Specifies the tagged value | #REF! | DataValue | variable | | Leaf | W25.52 |
| 552 | 06 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | RELATIONAL | Class 6 Information About The Relationhips Between Data | Class 6 is reserved for information about the relationships between data | #REF! | | | | Node | |
| 553 | 06 | 01 | 00 | 00 | 00 | 00 | 00 | 00 | Relationships | Relationships | What is being related? | #REF! | | | | Node | |
| 554 | 06 | 01 | 01 | 00 | 00 | 00 | 00 | 00 | Relatives | Relation Type | Type of relation (e.g., is part of, is an item of [programme, series], remix, remake, ...) | #REF! | | | | Node | |
| 555 | 06 | 01 | 01 | 01 | 00 | 00 | 00 | 00 | Essence to Essence | Correlative Value | The relationship value in terms of Parent of; Child of; Item of; Excerpt of; Version of; Compilation of; etc | #REF! | ISO 7-bit char string | 32 bytes max | | Node | |
| 556 | 06 | 01 | 01 | 01 | 01 | 00 | 00 | 00 | Source Material | Source Material | For asset tracking | #REF! | | | | Node | |
| 557 | 06 | 01 | 01 | 01 | 01 | 01 | 00 | 00 | Source Material UMID | UMID | For asset tracking | #REF! | UMID | | | Leaf | |
| 558 | 06 | 01 | 01 | 01 | 01 | 02 | 00 | 00 | Source Material | Source Material | For asset tracking | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 559 | 06 | 01 | 01 | 01 | 02 | 00 | 00 | 00 | Most Recent Edit text | Most Recent Edit Text | For asset tracking | #REF! | | | | Node | |
| 560 | 06 | 01 | 01 | 01 | 01 | 01 | 00 | 00 | Most recent edit UMID | Most Recent UMID | For asset tracking | #REF! | UMID | | | Leaf | |
| 561 | 06 | 01 | 01 | 01 | 01 | 02 | 00 | 00 | Most recent edit text | Same as 560 | For asset tracking | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |

| Line # | SMPTE Label | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 552 | 06 | 01 | 01 | 02 | 00 | 00 | 00 | Metadata to Essence | Metadata To Essence | The relationship between metadata and essence | #REF! | | | | Node | |
| 553 | 06 | 01 | 01 | 03 | 00 | 00 | 00 | Metadata to Metadata | Metadata To Metadata | The relationship value in terms of Parent of, Child of, | #REF! | | | | Node | |
| 554 | 06 | 01 | 01 | 04 | 00 | 00 | 00 | Object to Object | Object To Object | The relationship value in terms of Parent of, Child of, Item of, | #REF! | | | | Node | |
| 555 | 06 | 01 | 01 | 05 | 00 | 00 | 00 | Metadata to Object | Metadata To Object | The relationship between metadata and an object | #REF! | | | | Node | |
| 556 | 06 | 02 | 00 | 00 | 00 | 00 | 00 | Related production material | Related To Production Material | Related production material | #REF! | | | | Node | |
| 557 | 06 | 02 | 01 | 01 | 00 | 00 | 00 | Programme support material | Relation To Support Material | eg printed educational material | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 558 | 06 | 02 | 01 | 02 | 00 | 00 | 00 | Programme advertising material | Relation To Advertising Material | eg printed advertising material | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 559 | 06 | 02 | 01 | 03 | 00 | 00 | 00 | Programme commercial material | Relation To Commercial Material | eg. Mugs, T-shirts, recordings | #REF! | ISO 7-bit char string | 127 bytes max | | Leaf | |
| 570 | 06 | 03 | 00 | 00 | 00 | 00 | 00 | Numerical sequence | Information About Numerical Sequence | information about numerical sequences | #REF! | | | | Node | |
| 571 | 06 | 03 | 01 | 00 | 00 | 00 | 00 | Numerical position in sequence | Numerical Sequence | 1, 2, 3 etc | #REF! | UInt32 | 4 bytes | | Leaf | |
| 572 | 06 | 03 | 02 | 00 | 00 | 00 | 00 | Relative position in sequence (value) | Offset Information | Numerical offset | #REF! | UInt32 | 4 bytes | | Leaf | |
| 573 | 06 | 03 | 03 | 00 | 00 | 00 | 00 | Relative position in sequence (descriptive) | Previous, Next Information | previous, next etc | #REF! | | | | Type Node | |
| 574 | 06 | 03 | 03 | 01 | 00 | 00 | 00 | Relative position in sequence (descriptive) | Previous, Next Information | previous, next etc | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 575 | 06 | 04 | 00 | 00 | 00 | 00 | 00 | Relationship structures | Relationship of Structure | | #REF! | | | | Node | |
| 576 | 06 | 04 | 01 | 00 | 00 | 00 | 00 | Containing relations | Containing Relations | | #REF! | | | | Node | |

FIG.25

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 577 | 06 | 04 | 01 | 01 | 00 | 00 | 00 | 00 | Contains one | Content Itself ? | | #REF! | | | | Node | |
| 578 | 06 | 04 | 01 | 01 | 01 | 00 | 00 | 00 | StillFrame | Still Frame | Specifies still image of video essence | #REF! | StrongReference | N/A | SourceReference | Leaf | W25.52 |
| 579 | 06 | 04 | 01 | 01 | 02 | 00 | 00 | 00 | HotSpotMatte | Hot Spot Matte | Specifies matte as an alpha channel | #REF! | StrongReference | N/A | SourceClip | Leaf | W25.52 |
| 580 | 06 | 04 | 01 | 01 | 03 | 00 | 00 | 00 | Annotation | Annotation | Specifies audio or text comment | #REF! | StrongReference | N/A | SourceReference | Leaf | W25.52 |
| 581 | 06 | 04 | 01 | 01 | 04 | 00 | 00 | 00 | Rendering | Rendering | Specifies precomputed version of operation | #REF! | StrongReference | N/A | SourceReference | Leaf | W25.52 |
| 582 | 06 | 04 | 01 | 01 | 05 | 00 | 00 | 00 | InputSegment | Pulldown | Specifies input for pulldown | #REF! | StrongReference | N/A | Segment | Leaf | W25.52 |
| 583 | 06 | 04 | 01 | 01 | 06 | 00 | 00 | 00 | Selected | Selection | Specifies segment selected in edit decision | #REF! | StrongReference | N/A | Segment | Leaf | W25.52 |
| 584 | 06 | 04 | 01 | 01 | 07 | 00 | 00 | 00 | OperationGroup | Effect Used In The Transition | Specifies effect used in the transition | #REF! | StrongReference | N/A | OperationGroup | Leaf | W25.52 |
| 585 | 06 | 04 | 01 | 01 | 08 | 00 | 00 | 00 | ManufacturerInfo | Web Address | Specifies locallor of web site | #REF! | StrongReference | 16 bytes | NetworkLocator | Leaf | W25.52 |
| 586 | 06 | 04 | 01 | 01 | 09 | 00 | 00 | 00 | Content | Content Mob | Contains the mobs and essence data | #REF! | StrongReference | N/A | ContentStorage | Leaf | W25.52 |
| 587 | 06 | 04 | 01 | 01 | 0A | 00 | 00 | 00 | Dictionary | Vontent Definitions | Contains the definitions | #REF! | StrongReference | N/A | Dictionary | Leaf | W25.52 |
| 588 | 06 | 04 | 01 | 01 | 0B | 00 | 00 | 00 | EssenceDescription | Essence Definitions | Describes the essence format | #REF! | StrongReference | N/A | EssenceDescriptor | Leaf | W25.52 |
| 589 | 06 | 04 | 01 | 01 | 0C | 00 | 00 | 00 | Segment | Segment Definitions | Contains the segment | #REF! | StrongReference | N/A | Segment | Leaf | W25.52 |
| 590 | 06 | 04 | 01 | 02 | 00 | 00 | 00 | 00 | Contains set | Contains Set | | #REF! | | | | Node | |
| 591 | 06 | 04 | 01 | 02 | 01 | 00 | 00 | 00 | Parameters | Parameter | Specifies the control parameters | #REF! | StrongReferenceSe | N/A | Parameter | Leaf | W25.52 |
| 592 | 06 | 04 | 01 | 02 | 02 | 00 | 00 | 00 | Alternates | Alternate in Segment | Specifies alternative segments | #REF! | StrongReferenceSe | N/A | Segment | Leaf | W25.52 |
| 593 | 06 | 04 | 01 | 02 | 03 | 00 | 00 | 00 | Mobs | Mobs | Specifies mobs | #REF! | StrongReferenceSe | N/A | Mob | Leaf | W25.52 |
| 594 | 06 | 04 | 01 | 02 | 04 | 00 | 00 | 00 | EssenceData | Essence Data | Specifies essence data | #REF! | StrongReferenceSe | N/A | EssenceData | Leaf | W25.52 |

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| Line # | SMPTE Label | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 595 | 06 | 0E | 2B | 34 | 01 | 01 | 01 | Properties | Properties | Contains properties defined for class | #REF! | StrongReferenceSet | N/A | PropertyDefinition | Leaf | W25.52 |
| 596 | 06 | 0E | 2B | 34 | 01 | 02 | 06 | Locators | Locators | Specifies location of plugins | #REF! | StrongReferenceSet | N/A | Locator | Leaf | W25.52 |
| 597 | 06 | 0E | 2B | 34 | 01 | 02 | 07 | ClassDefinitions | Class Definitions | Contains class definitions | #REF! | StrongReferenceSet | N/A | ClassDefinition | Leaf | W25.52 |
| 598 | 06 | 0E | 2B | 34 | 01 | 02 | 08 | TypeDefinitions | Type Definitions | Contains type definitions | #REF! | StrongReferenceSet | N/A | TypeDefinition | Leaf | W25.52 |
| 599 | 06 | 0E | 2B | 34 | 01 | 02 | 09 | OperationDefinitions | Operation Definitions | Contains operation definitions | #REF! | StrongReferenceSet | N/A | OperationDefinition | Leaf | W25.52 |
| 600 | 06 | 0E | 2B | 34 | 01 | 02 | 0A | ParameterDefinitions | Parameter Definitions | Contains operation parameter definitions | #REF! | StrongReferenceSet | N/A | ParameterDefinition | Leaf | W25.52 |
| 601 | 06 | 0E | 2B | 34 | 01 | 02 | 0B | DataDefinitions | Data Definitions | Contains data definitions | #REF! | StrongReferenceSet | N/A | DataDefinition | Leaf | W25.52 |
| 602 | 06 | 0E | 2B | 34 | 01 | 02 | 0C | PlugInDescriptors | Plugin Descriptors | Contains plugin descriptors | #REF! | StrongReferenceSet | N/A | PlugInDescriptor | Leaf | W25.52 |
| 603 | 06 | 0E | 2B | 34 | 01 | 02 | 0D | CodecDefinitions | Codec Definitions | Contains codec definitions | #REF! | StrongReferenceSet | N/A | CodecDefinition | Leaf | W25.52 |
| 604 | 06 | 0E | 2B | 34 | 01 | 02 | 0E | ContainerDefinitions | Container Definitions | Contains container definitions | #REF! | StrongReferenceSet | N/A | ContainerDefinition | Leaf | W25.52 |
| 605 | 06 | 0E | 2B | 34 | 01 | 02 | 0F | InterpolationDefinitions | Interpolater Definitions | Contains interpolater definitions | #REF! | StrongReferenceSet | N/A | InterpolationDefinition | Leaf | W25.52 |
| 606 | 06 | 0E | 2B | 34 | 01 | 02 | 10 | UserComments | Comments | Contains user comments about mob | #REF! | StrongReferenceSet | N/A | TaggedValue | Leaf | W25.52 |
| 607 | 06 | 0E | 2B | 34 | 01 | 03 | 00 | Contains ordered set | Contains Sequence | | #REF! | | | | Node | |
| 608 | 06 | 0E | 2B | 34 | 01 | 03 | 01 | Choices | Format Specifications | Specifies same essence in different formats | #REF! | StrongReferenceVector | N/A | SourceReference | Leaf | W25.52 |
| 609 | 06 | 0E | 2B | 34 | 01 | 03 | 02 | InputSegments | Input Segment | Specifies the input to the operation | #REF! | StrongReferenceVector | N/A | Segment | Leaf | W25.52 |

FIG.26

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 610 | 06 | 04 | 01 | 03 | 03 | 03 | 00 | 00 | NestedScope_Slots | Nesting Information | Specifies slots for nesting | #REF! | StrongReferenceVe | N/A | Segment | Leaf | W25.52 |
| 611 | 06 | 04 | 01 | 03 | 04 | 00 | 00 | 00 | Components | Component | Specifies items to be put in sequence | #REF! | StrongReferenceVe | N/A | Component | Leaf | W25.52 |
| 612 | 06 | 04 | 01 | 03 | 05 | 00 | 00 | 00 | Locator | Locator | Specifies locations of essence data | #REF! | StrongReferenceVe | N/A | Locator | Leaf | W25.52 |
| 613 | 06 | 04 | 01 | 03 | 06 | 00 | 00 | 00 | IdentificationList | ID List | Identifies the time and application modifying the container | #REF! | StrongReferenceVe | N/A | Identification | Leaf | W25.52 |
| 614 | 06 | 04 | 01 | 03 | 07 | 00 | 00 | 00 | Mob_Slots | Mob Slot | Contains the slots in the mob | #REF! | StrongReferenceVe | N/A | MobSlot | Leaf | W25.52 |
| 615 | 06 | 04 | 01 | 03 | 08 | 00 | 00 | 00 | PointList | Point Value | Specifies the values at specifies points in time | #REF! | StrongReferenceVe | N/A | ControlPoint | Leaf | W25.52 |
| 616 | 06 | 04 | 01 | 04 | 00 | 00 | 00 | 00 | Contains stream of data | Contains Stream of Data | | #REF! | | | | Node | |
| 617 | 06 | 04 | 01 | 04 | 01 | 00 | 00 | 00 | Data | Data | Contains essence data | #REF! | DataStream | variable | | Leaf | W25.52 |
| 618 | 06 | 04 | 01 | 04 | 02 | 00 | 00 | 00 | SampleIndex | ID | Contains index to essence data | #REF! | PositonArray | variable | | Leaf | W25.52 |
| 619 | 06 | 04 | 02 | 00 | 00 | 00 | 00 | 00 | Weak reference relation | Problematic Point | | #REF! | | | | Node | |
| 620 | 06 | 04 | 02 | 01 | 00 | 00 | 00 | 00 | Weak reference to one object | Object Problematic Point | | #REF! | | | | Node | |
| 621 | 06 | 04 | 02 | 01 | 01 | 00 | 00 | 00 | Generation | Generation | Unique identifier used to differentiate versions of the same object | #REF! | WeakReference | 16 bytes | Identification | Leaf | W25.52 |
| 622 | 06 | 04 | 02 | 01 | 02 | 00 | 00 | 00 | DataDefinition | Data Definition | Specifies the basic kind of data of the essence | #REF! | WeakReference | 16 bytes | DataDefinition | Leaf | W25.52 |
| 623 | 06 | 04 | 02 | 01 | 03 | 00 | 00 | 00 | OperationDefinition | Operation Definition | Specifies the operation to be performed | #REF! | WeakReference | 16 bytes | OperationDefinition | Leaf | W25.52 |
| 624 | 06 | 04 | 02 | 01 | 04 | 00 | 00 | 00 | SourceID | Source ID | Specifies mob | #REF! | WeakReference | 16 bytes | Mob | Leaf | W25.52 |
| 625 | 06 | 04 | 02 | 01 | 05 | 00 | 00 | 00 | ControlPoint_Type | Effect Type | Specifies data type of effect control | #REF! | WeakReference | 16 bytes | TypeDefinition | Leaf | W25.52 |
| 626 | 06 | 04 | 02 | 01 | 06 | 00 | 00 | 00 | OperationDefinition_DataDefinition | ID After Editing | Identifies essence type produced by operation | #REF! | WeakReference | 16 bytes | DataDefinition | Leaf | W25.52 |
| 627 | 06 | 04 | 02 | 01 | 07 | 00 | 00 | 00 | ParameterDefinition_Type | Control Type | Specifies data type of effect control | #REF! | WeakReference | 16 bytes | TypeDefinition | Leaf | W25.52 |

| Line # | SMPTE Label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 528 | 06 | 04 | 02 | 01 | 08 | 00 | 00 | 00 | PropertyDefinition_Type | Property | Specifies data type of property | #REF! | WeakReference | 16 bytes | TypeDefinition | Leaf | W25.52 |
| 529 | 06 | 04 | 02 | 01 | 09 | 00 | 00 | 00 | CategoryClass | Category | Specifies definition object associated with plugin | #REF! | WeakReference | 16 bytes | DefinitionObject | Leaf | W25.52 |
| 530 | 06 | 04 | 02 | 01 | 0A | 00 | 00 | 00 | FileDescriptorClass | File Descriptor | Identifies FileDescriptor associated with codec | #REF! | WeakReference | 16 bytes | ClassDefinition | Leaf | W25.52 |
| 531 | 06 | 04 | 02 | 01 | 0B | 00 | 00 | 00 | MobID | Mob ID | Specifies mob that describes essence | #REF! | WeakReference | 16 bytes | Mob | Leaf | W25.52 |
| 532 | 06 | 04 | 02 | 01 | 0C | 00 | 00 | 00 | ContainerFormat | Container Format | Specifies container definition | #REF! | WeakReference | 16 bytes | ContainerDefinition | Leaf | W25.52 |
| 533 | 06 | 04 | 02 | 01 | 0D | 00 | 00 | 00 | Definition | Parameter Dedinition | Specifies the Parameter Definition | #REF! | WeakReference | 16 bytes | ParameterDefinition | Leaf | W25.52 |
| 534 | 06 | 04 | 02 | 01 | 0E | 00 | 00 | 00 | Parameter_Type | Type of The Parameter | Specifies the data type of the parameter | #REF! | WeakReference | 16 bytes | TypeDefinition | Leaf | W25.52 |
| 535 | 06 | 04 | 02 | 01 | 0F | 00 | 00 | 00 | Interpolation | Interpolation | Specifies interpolation method to use | #REF! | WeakReference | 16 bytes | InterpolationDefinition | Leaf | W25.52 |
| 536 | 06 | 04 | 02 | 01 | 10 | 00 | 00 | 00 | TaggedValue_Type | Data Type | Specifies the data type of the value | #REF! | WeakReference | 16 bytes | TypeDefinition | Leaf | W25.52 |
| 537 | 06 | 04 | 02 | 01 | 11 | 00 | 00 | 00 | TypeDefinitionStrongObjectReference_ReferencedClass | Strong Pertinent of Object | Specifies the class of the referenced object | #REF! | WeakReference | | ClassDefinition | Leaf | W25.52 |
| 538 | 06 | 04 | 02 | 01 | 12 | 00 | 00 | 00 | TypeDefinitionWeakObjectReference_ReferencedClass | Weak Pertinent of Object | Specifies the class of the referenced object | #REF! | WeakReference | | ClassDefinition | Leaf | W25.52 |
| 539 | 06 | 04 | 02 | 01 | 13 | 00 | 00 | 00 | TypeDefinitionEnumeration_ElementType | Underlying Segment Type | Specifies the underlying type | #REF! | WeakReference | | TypeDefinition | Leaf | W25.52 |
| 540 | 06 | 04 | 02 | 01 | 14 | 00 | 00 | 00 | TypeDefinitionFixedArray_ElementType | Type of Variable Allay Element | Specifies the type of the array element | #REF! | WeakReference | | TypeDefinition | Leaf | W25.52 |
| 541 | 06 | 04 | 02 | 01 | 15 | 00 | 00 | 00 | TypeDefinitionVariableArray_ElementType | Type of Fixed Allay Element | Specifies the type of the array element | #REF! | WeakReference | | TypeDefinition | Leaf | W25.52 |
| 542 | 06 | 04 | 02 | 01 | 16 | 00 | 00 | 00 | TypeDefinitionSet_ElementType | Specifies The Type of Set | Specifies the type of the set | #REF! | WeakReference | | TypeDefinition | Leaf | W25.52 |

FIG.27

| | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 643 | 06 | 04 | 02 | 01 | 17 | 00 | 00 | 00 | TypeDefinitionString_ElementType | String Element | Specifies the underlying type of the string | #REF! | WeakReference | | TypeDefinition | Leaf | W25.52 |
| 644 | 06 | 04 | 02 | 01 | 18 | 00 | 00 | 00 | TypeDefinitionStream_ElementType | Stream Element | Specifies the underlying type of the stream | #REF! | WeakReference | | TypeDefinition | Leaf | W25.52 |
| 645 | 06 | 04 | 02 | 01 | 19 | 00 | 00 | 00 | RenamedType | Rename | Specifies the underlying type | #REF! | WeakReference | | TypeDefinition | Leaf | W25.52 |
| 646 | 06 | 04 | 02 | 02 | 01 | 00 | 00 | 00 | Set of weak references | Set of Weak Reference | | #REF! | | | | Node | |
| 647 | 06 | 04 | 02 | 02 | 01 | 00 | 00 | 00 | PlugnDescriptors | Plugin Descriptor | Describes plugins available for this object | #REF! | WeakReferenceSet | N/A | PlugnDescriptor | Leaf | W25.52 |
| 648 | 06 | 04 | 02 | 02 | 02 | 00 | 00 | 00 | ParametersDefined | Parameters | Specifies parameters that can be used with operation | #REF! | WeakReferenceSet | variable | ParameterDefinition | Leaf | W25.52 |
| 649 | 06 | 04 | 02 | 02 | 03 | 00 | 00 | 00 | DataDefinitions | Data Definitions | Identifies basic essence type supported by codec | #REF! | WeakReferenceSet | 16 bytes | DataDefinition | Leaf | W25.52 |
| 650 | 06 | 04 | 02 | 03 | 00 | 00 | 00 | 00 | Ordered set of weak references | Ordered Set of Weak References | | #REF! | | | | Node | |
| 651 | 06 | 04 | 02 | 03 | 01 | 00 | 00 | 00 | DegradeTo | Degradation of Properties | Identifies operations that can be substituted for this object | #REF! | WeakReferenceVed | variable | OperationDefinition | Leaf | W25.52 |
| 652 | 06 | 04 | 02 | 03 | 02 | 00 | 00 | 00 | MemberTypes | Member Types | Specifies the types of the fields in the record | #REF! | WeakReferenceVe ctor | | TypeDefinition | Leaf | W25.52 |
| 653 | 06 | 04 | 03 | 00 | 00 | 00 | 00 | 00 | Class relations | Class Relations | | #REF! | | | | Node | |
| 654 | 06 | 04 | 03 | 01 | 00 | 00 | 00 | 00 | Parent class | Parent Relations | | #REF! | | | | Node | |
| 655 | 06 | 04 | 03 | 01 | 01 | 00 | 00 | 00 | ParentClass | Parent Class | Identifies parent class | #REF! | WeakReference | 16 bytes | ClassDefinition | Leaf | W25.52 |
| 656 | 06 | 04 | 03 | 02 | 00 | 00 | 00 | 00 | Child class | Child Class | | #REF! | | | | Node | |
| 657 | 06 | 04 | 03 | 03 | 00 | 00 | 00 | 00 | Instance of class | Instance of Class | | #REF! | | | | Node | |
| 658 | 06 | 04 | 03 | 03 | 01 | 00 | 00 | 00 | ObjClass | Class of The Object | Identifies the class of the object | #REF! | WeakReference | 16 bytes | ClassDefinition | Leaf | W25.52 |
| 659 | 06 | 04 | 04 | 00 | 00 | 00 | 00 | 00 | Metadata object definitions | Metadata Object Definitions | | #REF! | | | | Node | |
| 660 | 06 | 04 | 04 | 01 | 00 | 00 | 00 | 00 | Class definition | Class Definition | | #REF! | | | | Node | |

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| LUID # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | LUID # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 661 | 06 | 04 | 04 | 02 | 00 | 00 | 00 | 00 | Property definition | Properties | | #REF! | | | | Node | |
| 662 | 06 | 04 | 04 | 02 | 01 | 00 | 00 | 00 | IsSearchable | Hints | Provides hints for database access | #REF! | Boolean | 1 byte | | Leaf | W25.52 |
| 663 | 06 | 04 | 04 | 02 | 02 | 00 | 00 | 00 | IsOptional | Optional or Mandatory | Specifies whether property is optional or mandatory | #REF! | Boolean | 1 byte | | Leaf | W25.52 |
| 664 | 06 | 04 | 04 | 02 | 03 | 00 | 00 | 00 | DefaultValue | Default Condition | Specifies default value if optional property is omitted | #REF! | DataValue | variable | | Leaf | W25.52 |
| 665 | 06 | 04 | 04 | 02 | 04 | 00 | 00 | 00 | LocalIdentification | Local ID | Specifies local identification for property | #REF! | UInt32 | 4 bytes | | Leaf | W25.52 |
| 666 | 06 | 04 | 04 | 03 | 00 | 00 | 00 | 00 | Type definition | Type Definition | | #REF! | | | | Node | |
| 667 | 06 | 04 | 04 | 03 | 01 | 00 | 00 | 00 | Size | Size | Specifies the number of bytes in the integer | #REF! | UInt8 | | | Leaf | W25.52 |
| 668 | 06 | 04 | 04 | 03 | 02 | 00 | 00 | 00 | IsSigned | Specified Size | Specifies if the integer is signed | #REF! | Boolean | | | Leaf | W25.52 |
| 669 | 06 | 04 | 04 | 03 | 03 | 00 | 00 | 00 | TypeDefinitionEnumeration_ElementNames | Element Name | Specifies the names of the enumerated values | #REF! | StringArray | | | Leaf | W25.52 |
| 670 | 06 | 04 | 04 | 03 | 04 | 00 | 00 | 00 | TypeDefinitionEnumeration_ElementValues | Element Name | Specifies the values | #REF! | Array of Int64 | | | Leaf | W25.52 |
| 671 | 06 | 04 | 04 | 03 | 05 | 00 | 00 | 00 | ElementCount | Number of Elements In The Allay | Specifies the number of elements in the array | #REF! | UInt32 | | | Leaf | W25.52 |
| 672 | 06 | 04 | 04 | 03 | 06 | 00 | 00 | 00 | MemberNames | Member Names | Specifies the names of the fields in the record | #REF! | StringArray | | | Leaf | W25.52 |
| 673 | 06 | 04 | 04 | 03 | 07 | 00 | 00 | 00 | TypeDefinitionExtendibleEnumeration_ElementNames | Extension Name | Specifies the names of the enumerated values | #REF! | StringArray | | | Leaf | W25.52 |
| 674 | 06 | 04 | 04 | 03 | 08 | 00 | 00 | 00 | TypeDefinitionExtendibleEnumeration_ElementValues | Extension Name | Specifies the SMPTE labels or AUIDs | #REF! | AUIDArray | | | Leaf | W25.52 |
| 675 | 06 | 04 | 04 | 04 | 00 | 00 | 00 | 00 | Instance descriptions | Instance Description | | #REF! | | | | Node | |

FIG.28

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 676 | 06 | 04 | 04 | 04 | 01 | 00 | 00 | 00 | Description | Description | Provides informative description | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 677 | 06 | 04 | 04 | 05 | 00 | 00 | 00 | 00 | Container definitions | Container Definitions | | #REF! | | | | Node | |
| 678 | 06 | 04 | 04 | 05 | 01 | 00 | 00 | 00 | EssenceIsIdentified | Essence Label | Specifies that the container format identifies essence with SMPTE label or other AUID | #REF! | Boolean | 1 byte | | Leaf | W25.52 |
| 679 | 06 | 04 | 05 | 00 | 00 | 00 | 00 | 00 | Related code objects | Code Objects | | #REF! | | | | Node | |
| 680 | 06 | 04 | 05 | 01 | 00 | 00 | 00 | 00 | Relations to plugin code objects | Plugin Code Objects | | #REF! | | | | Node | |
| 681 | 06 | 04 | 05 | 01 | 01 | 00 | 00 | 00 | Name | Name | Specifies name of plugin | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 682 | 06 | 04 | 05 | 01 | 02 | 02 | 00 | 00 | PluginDescriptor_Identification | Plugin | Specifies SMPTE label or GUID identifying plugin | #REF! | AUID | 16 bytes | | Leaf | W25.52 |
| 683 | 06 | 04 | 05 | 01 | 03 | 00 | 00 | 00 | Description | Description | Provides informative description | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 684 | 06 | 04 | 05 | 01 | 04 | 00 | 00 | 00 | VersionNumber | Version Number | Specifies version number of plugin code | #REF! | VersionType | 2 bytes | | Leaf | W25.52 |
| 685 | 06 | 04 | 05 | 01 | 05 | 00 | 00 | 00 | VersionString | Version String | Specifies string version number of plugin code | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 686 | 06 | 04 | 05 | 01 | 06 | 00 | 00 | 00 | Manufacturer | Manufacturer | Specifies manufacturere of plugin | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 687 | 06 | 04 | 05 | 01 | 07 | 01 | 00 | 00 | ManufacturerID | Manufacturer ID | Specifies SMPTE label or UUID identifying manufacturer | #REF! | AUID | 16 bytes | | Leaf | W25.52 |
| 688 | 06 | 04 | 05 | 01 | 08 | 04 | 00 | 00 | Platform | Platform | Specifies hardware platform for plugin | #REF! | AUID | 16 bytes | | Leaf | W25.52 |
| 689 | 06 | 04 | 05 | 01 | 09 | 00 | 00 | 00 | MinPlatformVersion | Platform Version | Specifies minimum OS version for plugin | #REF! | VersionType | 2 bytes | | Leaf | W25.52 |
| 690 | 06 | 04 | 05 | 01 | 0A | 00 | 00 | 00 | MaxPlatformVersion | Platform OS Version | Specifies maximum OS version for plugin | #REF! | VersionType | 2 bytes | | Leaf | W25.52 |
| 691 | 06 | 04 | 05 | 01 | 0B | 06 | 00 | 00 | Engine | Plugin Engine | Specifies plugin engine | #REF! | AUID | 16 bytes | | Leaf | W25.52 |
| 692 | 06 | 04 | 05 | 01 | 0C | 00 | 00 | 00 | MinEngineVersion | Minengine Version | Specifies minimum plugin engine version | #REF! | VersionType | 2 bytes | | Leaf | W25.52 |
| 693 | 06 | 04 | 05 | 01 | 0D | 00 | 00 | 00 | MaxEngineVersion | Maxengine Version | Specifies maximum plugin engine version | #REF! | VersionType | 2 bytes | | Leaf | W25.52 |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 694 | 06 | 04 | 05 | 01 | 0E | 05 | 00 | 00 | PluginAPI | Plugin API | Specifies plugin API | #REF! | AUID | 16 bytes | | Leaf | W25.52 |
| 695 | 06 | 04 | 05 | 01 | 0F | 00 | 00 | 00 | MinPluginAPI | Minplugin API | Specifies minimum API version | #REF! | VersionType | 2 bytes | | Leaf | W25.52 |
| 696 | 06 | 04 | 05 | 01 | 10 | 00 | 00 | 00 | MaxPluginAPI | Maxplugin API | Specifies maximum API version | #REF! | VersionType | 2 bytes | | Leaf | W25.52 |
| 697 | 06 | 04 | 05 | 01 | 11 | 00 | 00 | 00 | SoftwareOnly | Software | Specifies plugin can function without specialized hardware | #REF! | Boolean | 1 byte | | Leaf | W25.52 |
| 698 | 06 | 04 | 05 | 01 | 12 | 00 | 00 | 00 | Accelerator | Accelerator | Specifies plugin is optimized for specialized hardware | #REF! | Boolean | 1 byte | | Leaf | W25.52 |
| 699 | 06 | 04 | 05 | 01 | 13 | 00 | 00 | 00 | Authentication | Authentication | Specifies whethe the plugin uses authentication | #REF! | Boolean | 1 byte | | Leaf | W25.52 |
| 700 | 06 | 04 | 05 | 02 | 00 | 00 | 00 | 00 | Relations to application code objects | Relations To Application Code | | #REF! | | | | Node | |
| 701 | 06 | 04 | 05 | 02 | 01 | 00 | 00 | 00 | CompanyName | Company Name | Specifies the name of company supplying the application | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 702 | 06 | 04 | 05 | 02 | 02 | 00 | 00 | 00 | ProductName | Product Name | Specifies the application name | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 703 | 06 | 04 | 05 | 02 | 03 | 00 | 00 | 00 | ProductID | Product Number | Specifies the SMPTE label or GUID identifying the product | #REF! | AUID | 16 bytes | | Leaf | W25.52 |
| 704 | 06 | 04 | 05 | 02 | 04 | 00 | 00 | 00 | ProductVersion | Product Version | Specifies the application version | #REF! | ProductVersion | 10 bytes | | Leaf | W25.52 |
| 705 | 06 | 04 | 05 | 02 | 05 | 00 | 00 | 00 | ProductVersionString | Product Version String | Specifies a printable product version string | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 706 | 06 | 04 | 05 | 02 | 06 | 00 | 00 | 00 | ToolkitVersion | Toolkit Version | Specifies version number of toolkit | #REF! | ProductVersion | 10 bytes | | Leaf | W25.52 |
| 707 | 06 | 04 | 05 | 02 | 07 | 00 | 00 | 00 | Platform | Platform | Specifies hardware and OS platform application was on | #REF! | Unicode String | variable | | Leaf | W25.52 |
| 708 | 07 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | SPATIO-TEMPORAL | Class 7 Space and Time | Class 7 is reserved for information about space and time | #REF! | | | | Node | |

FIG.29

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 709 | 07 | 01 | 00 | 00 | 00 | 00 | 00 | 00 | Position and Space Vectors | Position and Space Vectors | Information about position in space and associated vectors (if any) | #REF! | | | | Node | |
| 710 | 07 | 01 | 01 | 00 | 00 | 00 | 00 | 00 | Image Coordinate System | Image Coordinate System | Indicates the geo-referenced coordinate system for the image. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 711 | 07 | 01 | 02 | 00 | 00 | 00 | 00 | 00 | Map Datum Used | Map Datum Used | Identifies the map datum used to derive the coordinates (UTM or GEO). | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Leaf | |
| 712 | 07 | 01 | 05 | 00 | 00 | 00 | 00 | 00 | Absolute Position | Absolute Position | Absolute positional information | #REF! | | | | Node | |
| 713 | 07 | 01 | 05 | 01 | 00 | 00 | 00 | 00 | Local Datum Absolute Position | Local Reference Position | The absolute position of a local datum | #REF! | | | | Node | |
| 714 | 07 | 01 | 05 | 01 | 01 | 00 | 00 | 00 | Local Datum Absolute Position Accuracy (m) | Local Reference Positional Accuracy | The accuracy with which the measurement of absolute position of the local datum is made | #REF! | Floating Point | 4 bytes | | Leaf | |
| 715 | 07 | 01 | 05 | 02 | 00 | 00 | 00 | 00 | Device Absolute Position | Device Absolute Position | The absolute position of the essence-capturing device | #REF! | | | | Node | |
| 716 | 07 | 01 | 05 | 02 | 01 | 00 | 00 | 00 | Device Absolute Positional Accuracy (m) | Device Absolute Positional Information | Accuracy of frame center coordinates as a Circular Error Probable (CEP) (50%). | #REF! | Floating Point | 4 bytes | | Leaf | |
| 717 | 07 | 01 | 05 | 02 | 02 | 00 | 00 | 00 | Device Altitude (m) | Device Altitude | Altitude of sensor as measured from Mean Sea Level (MSL) | #REF! | Floating Point | 4 bytes | | Leaf | |
| 718 | 07 | 01 | 05 | 02 | 03 | 00 | 00 | 00 | Device Altitude (metres, concise) | Device Altitude | As above | #REF! | Binary | 4 bytes | As per SMPTE 331M (UMID) | Leaf | |
| 719 | 07 | 01 | 05 | 02 | 04 | 00 | 00 | 00 | Device Latitude (degrees) | Device Latitude | Specifies a sensor's geographic location in degrees of latitude. Positive values indicate northern hemisphere; negative values indicate southern hemisphere. | #REF! | Floating Point | 4 bytes | | Leaf | |
| 720 | 07 | 01 | 05 | 02 | 05 | 00 | 00 | 00 | Device Latitude (degrees, concise) | Device Latitude | As above | #REF! | Binary | 4 bytes | As per SMPTE 331M (UMID) | Leaf | |
| 721 | 07 | 01 | 05 | 02 | 06 | 00 | 00 | 00 | Device Longitude (degrees) | Device Longitude | Specifies a sensor's geographic location in degrees of longitude. Positive values indicate eastern hemisphere, negative values indicate western hemisphere. | #REF! | Floating Point | 4 bytes | | Leaf | |
| 722 | 07 | 01 | 05 | 02 | 07 | 00 | 00 | 00 | Device Longitude (degrees, concise) | Device Longitude | As above | #REF! | Binary | 4 bytes | As per SMPTE 331M (UMID) | Leaf | |
| 723 | 07 | 01 | 05 | 02 | 10 | 00 | 00 | 00 | Device X Dimension (m) | Device X Dimension | Specifies the sensor location along the x-axis in Earth Centered, Earth Fixed (ECEF) Cartesian coordinates. | #REF! | Floating Point | 4 bytes | | Leaf | |
| 724 | 07 | 01 | 05 | 02 | 11 | 00 | 00 | 00 | Device Y Dimension (m) | Device Y Dimension | Specifies the sensor location along the y-axis in Earth Centered, Earth Fixed (ECEF) Cartesian coordinates. | #REF! | Floating Point | 4 bytes | | Leaf | |
| 725 | 07 | 01 | 05 | 03 | 00 | 00 | 00 | 00 | Subject Absolute Position | Subject Absolute Position | The absolute position of the subject depicted in the essence | #REF! | | | | Node | |
| 726 | 07 | 01 | 05 | 03 | 01 | 00 | 00 | 00 | Frame Positional Accuracy (m) | Frame Positional Accuracy | Accuracy of frame center coordinates as a Circular Error Probable (CEP) (50%). | #REF! | Floating Point | 4 bytes | | Leaf | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 727 | 07 | 01 | 05 | 03 | 02 | 00 | 00 | 00 | Frame Center Latitude (degrees) | Frame Center Latitude | Specifies the video frame center point geographic location in degrees of latitude. Positive values indicate northern hemisphere; negative values indicate southern hemisphere. | #REF! | Floating Point | 4 bytes | | Leaf | |
| 728 | 07 | 01 | 05 | 03 | 03 | 00 | 00 | 00 | Frame Center Latitude (degrees, concise) | Frame Center Latitude | As above | #REF! | Binary | 4 bytes | As per SMPTE 331M (UMID) | Leaf | |
| 729 | 07 | 01 | 05 | 03 | 04 | 00 | 00 | 00 | Frame Center Longitude (degrees) | Frame Center Longitude | Specifies the video frame center point geographic location in degrees of longitude. Positive values indicate eastern hemisphere; negative values indicate western hemisphere. | #REF! | Floating Point | 4 bytes | | Leaf | |
| 730 | 07 | 01 | 05 | 03 | 05 | 00 | 00 | 00 | Frame Center Longitude (degrees, concise) | Frame Center Longitude | As above | #REF! | Binary | 4 bytes | As per SMPTE 331M (UMID) | Leaf | |
| 731 | 07 | 01 | 05 | 03 | 06 | 00 | 00 | 00 | Frame Center Lat-Long | Frame Center Lat-Long | Specifies a video frame center point geographic location Latitude and Longitude. | #REF! | ISO 7-bit char | 14 bytes | Format is ddmmssXdddmmssY, where "dd" is degrees latitude, "dd" is | Leaf | |
| 732 | 07 | 01 | 06 | 00 | 00 | 00 | 00 | 00 | Relative Position | Relative Position | Relative positional information | #REF! | | | | Node | |
| 733 | 07 | 01 | 06 | 01 | 00 | 00 | 00 | 00 | Local Datum Relative Position | Local Datum Relative Position | The relative position of a local datum to another specified datum | #REF! | | | | Node | |
| 734 | 07 | 01 | 06 | 01 | 01 | 00 | 00 | 00 | Local Datum Relative Position Accuracy | Local Datum Relative Positional Accuracy | The accuracy with which the measurement of relative position of the local datum is made | #REF! | Floating Point | 4 bytes | | Leaf | |
| 735 | 07 | 01 | 06 | 02 | 00 | 00 | 00 | 00 | Device Relative Position | Device Relative Position | The absolute position of the essence-capturing device | #REF! | | | | Node | |
| 736 | 07 | 01 | 06 | 02 | 01 | 00 | 00 | 00 | Device Relative Positional Accuracy | Device Relative Positional Accuracy | Accuracy of frame center coordinates | #REF! | Floating Point | 4 bytes | | Leaf | |
| 737 | 07 | 01 | 06 | 02 | 02 | 00 | 00 | 00 | Device Relative Position X (metres) | Device Relative Position X | Defined by the X translational position of the camera from a local Datum Absolute Position. Positive values indicate translations in which the camera has physically moved from right to left | #REF! | Floating Point | 4 bytes | | Leaf | |
| 738 | 07 | 01 | 06 | 02 | 03 | 00 | 00 | 00 | Device Relative Position Y (metres) | Device Relative Position Y | Defined by the Y translational position of the camera from a local Datum Absolute Position. Positive values indicate translations in which the camera has physically moved to a higher | #REF! | Floating Point | 4 bytes | | Leaf | |
| 739 | 07 | 01 | 06 | 02 | 04 | 00 | 00 | 00 | Device Relative Position Z (metres) | Device Relative Position Z | Defined by the Z translational position of the camera from a local Datum Absolute Position. Positive values shall indicate translations in which the camera has physically moved towards the | #REF! | Floating Point | 4 bytes | | Leaf | |
| 740 | 07 | 01 | 06 | 03 | 00 | 00 | 00 | 00 | Subject Relative Position | Subject Relative Position | The position of the subject depicted in the essence relative to another specified datum | #REF! | | | | Node | |
| 741 | 07 | 01 | 06 | 03 | 01 | 00 | 00 | 00 | Subject Relative Positional Accuracy (metres) | Subject Relative Positional Accuracy | The accuracy with which the measurement of relative position of the subject is made | #REF! | Floating Point | 4 bytes | | Leaf | |

FIG.30

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 742 | 07 | 01 | 07 | 00 | 00 | 00 | 00 | 00 | Image Positional Information | Image Positional Information | Positional information relating to a subset of the whole image | #REF! | | | | Node | |
| 743 | 07 | 01 | 07 | 01 | 00 | 00 | 00 | 00 | Position within viewed image x coordinate (pixels) | Position Offset X Form Image | The x position of a point (or object) within the viewed image relative to the left side. | #REF! | SInt16 | 2 bytes | | Type Node | |
| 744 | 07 | 01 | 07 | 02 | 00 | 00 | 00 | 00 | Position within viewed image y coordinate (pixels) | Position Offset Y Form Image | The y position of a point (or object) within the viewed image relative to the top (or bottom?). | #REF! | SInt16 | 2 bytes | | Type Node | |
| 745 | 07 | 01 | 07 | 03 | 00 | 00 | 00 | 00 | Source image centre x coordinate (pixels) | Source Image Center X Coordinate (X Pixel) | The x position of the centre of the captured (source) image | #REF! | SInt16 | 2 bytes | | Type Node | |
| 746 | 07 | 01 | 07 | 04 | 00 | 00 | 00 | 00 | Source image centre y coordinate (pixels) | Source Image Center Y Coordinate (Y Pixel) | The y position of the centre of the captured (source) image | #REF! | SInt16 | 2 bytes | | Type Node | |
| 747 | 07 | 01 | 07 | 05 | 00 | 00 | 00 | 00 | Viewport image centre x coordinate (pixels) | Viewport Image Center X Coordinate (X Pixel) | The x position of the centre of the viewed image. | #REF! | SInt16 | 2 bytes | | Type Node | |
| 748 | 07 | 01 | 07 | 06 | 00 | 00 | 00 | 00 | Viewport image centre y coordinate (pixels) | Viewport Image Center Y Coordinate (Y Pixel) | The y position of the centre of the viewed image. | #REF! | SInt16 | 2 bytes | | Type Node | |
| 749 | 07 | 01 | 10 | 00 | 00 | 00 | 00 | 00 | Rate and Direction of Positional Change | Rate and Direction of Positional Change | Information about rate and direction of positional change | #REF! | | | | Node | |
| 750 | 07 | 01 | 10 | 01 | 00 | 00 | 00 | 00 | Device Rate and Direction of Positional Change | Device Rate and Direction of Positional Change | Information about rate and direction of positional change of the capturing device | #REF! | | | | Node | |
| 751 | 07 | 01 | 10 | 01 | 01 | 00 | 00 | 00 | Absolute Device Rate and Directio of Positional Change | Ablosute Device Rate and Direction of Positional Change | Absolute information about rate and direction of positional change of the capturing device | #REF! | | | | Node | |
| 752 | 07 | 01 | 10 | 01 | 01 | 01 | 00 | 00 | Device Absolute Speed (metres/sec) | Device Absolute Speed | Defined by the relative velocity of the sensor along the heading . Speed values shall indicate translations in which the capturing device has physically moved. | #REF! | Floating Point | 4 bytes | | Type Node | |
| 753 | 07 | 01 | 10 | 01 | 01 | 02 | 00 | 00 | Device Absolute Heading (degrees) | Device Absolute Heding | Defined by the absolute heading of the sensor. Expressed in degrees and tenths of degrees. | #REF! | Floating Point | 4 bytes | | Type Node | |
| 754 | 07 | 01 | 10 | 01 | 02 | 00 | 00 | 00 | Relative Device Rate and Directio of Positional Change | Relative Device Rate and Direction of Positional Change | Relative information about rate and direction of positional change of the capturing device | #REF! | | | | Node | |
| 755 | 07 | 01 | 10 | 01 | 02 | 01 | 00 | 00 | Device Relative Speed (metres/sec) | Device Relative Speed | Defined by the relative velocity of the sensor along the heading. Speed values shall indicate translations in which the camera has physically moved. | #REF! | Floating Point | 4 bytes | | Type Node | |
| 756 | 07 | 01 | 10 | 01 | 02 | 02 | 00 | 00 | Device Relative Heading (degrees) | Device Relative Heading | Defined by the absolute heading of the sensor. Expressed in degrees and tenths of degrees. | #REF! | Floating Point | 4 bytes | | Type Node | |
| 757 | 07 | 01 | 10 | 02 | 00 | 00 | 00 | 00 | Subject Rate and Direction of Positional Change | Subject Rate and Direction of Positional Change | Information about rate and direction of positional change of the subject depicted in the captured essence | #REF! | | | | Node | |
| 758 | 07 | 01 | 10 | 02 | 01 | 00 | 00 | 00 | Absolute Subject Rate and Direction of Positional Change | Absolute Subject Rate and Direction of Positional Change | Absolute information about rate and direction of positional change of the subject depicted in the captured essence | #REF! | | | | Node | |
| 759 | 07 | 01 | 10 | 02 | 01 | 01 | 00 | 00 | Subject Absolute Speed (metres/sec) | Subject Absolute Speed | Defined by the absolute velocity of the subject along the heading | #REF! | Floating Point | 4 bytes | | Type Node | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 760 | 07 | 01 | 10 | 02 | 01 | 02 | 00 | 00 | Subject Absolute Heading (degrees) | Subject Absolute Heading | Defined by the absolute heading of the subject | #REF! | Floating Point | 4 bytes | | Type Node | |
| 761 | 07 | 01 | 10 | 02 | 02 | 00 | 00 | 00 | Relative Subject Rate and Directio of Positional Change | Relative Subject Rate and Direction of Positional Change | Relative information about rate and direction of positional change of the subject depicted in the captured essence | #REF! | | | | Node | |
| 762 | 07 | 01 | 10 | 02 | 02 | 01 | 00 | 00 | Subject Relative Speed (metres/sec) | Subject Relative Speed | Defined by the relative velocity of the subject along the heading | #REF! | Floating Point | 4 bytes | | Type Node | |
| 763 | 07 | 01 | 10 | 02 | 02 | 02 | 00 | 00 | Subject Relative Heading (degrees) | Subject Relative Heading | Defined by the relative heading of the subject | #REF! | Floating Point | 4 bytes | | Type Node | |
| 764 | 07 | 01 | 11 | 00 | 00 | 00 | 00 | 00 | Angular Specifications | Angular Specifications | Information regarding angles related to positioning information | #REF! | | | | Node | |
| 765 | 07 | 01 | 11 | 01 | 00 | 00 | 00 | 00 | Device angles | Device Angles | Device information regarding angles related to positioning information | #REF! | | | | Node | |
| 766 | 07 | 01 | 11 | 01 | 01 | 00 | 00 | 00 | Sensor Roll Angle (degrees) | Sensor Roll Angle | Specifies the roll angle of the sensor. Expressed in degrees. | #REF! | Floating point | 4 bytes | | Leaf | |
| 767 | 07 | 01 | 11 | 01 | 02 | 00 | 00 | 00 | Angle to North (degrees) | Angle To North | Angle in degrees from the first row of the image to true north. | #REF! | Floating point | 4 bytes | | Leaf | |
| 768 | 07 | 01 | 11 | 01 | 03 | 00 | 00 | 00 | Obliquity Angle (degrees) | Obliquity Angle | Obliquity angle of image expressed in degrees. The inverse of sensor depression angle. | #REF! | Floating point | 4 bytes | | Leaf | |
| 769 | 07 | 01 | 12 | 00 | 00 | 00 | 00 | 00 | Subject angles (degrees) | Subject Angles | Angles relating to the subject depicted in the captured essence | #REF! | Floating point | 4 bytes | | Leaf | |
| 770 | 07 | 01 | 15 | 00 | 00 | 00 | 00 | 00 | Distance measurements | Distance Easurements | Length measurements relating to distance | #REF! | | | | Node | |
| 771 | 07 | 01 | 15 | 01 | 00 | 00 | 00 | 00 | Device to Subject distance | Device To Subject Distance From device | Length measurements relating to distance between capturing device and the subject depicted in the captured essence | #REF! | | | | Node | |
| 772 | 07 | 01 | 15 | 01 | 01 | 00 | 00 | 00 | Slant Range (metres) | Angle To Subject | Distance from the sensor to the center point on ground of the framed subject (image) depicted in the captured essence. | #REF! | Floating point | 4 bytes | | Type Node | |
| 773 | 07 | 01 | 17 | 00 | 00 | 00 | 00 | 00 | Dimensions | Distance | Length measurements relating to size | #REF! | | | | Node | |
| 774 | 07 | 01 | 17 | 01 | 00 | 00 | 00 | 00 | Subject Dimensions | Subject Distance | Length measurements relating to the size of the subject depicted in the captured essence | #REF! | | | | Node | |

FIG.31

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| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 775 | 07 | 01 | 17 | 01 | 01 | 00 | 00 | 00 | Target Width | Targe Width | Horizontal half width of the target frame image; used to compute the four corner points of the frame. | #REF! | Floating point | 4 bytes | | Type Node | |
| 776 | 07 | 01 | 17 | 02 | 00 | 00 | 00 | 00 | Studio and Location Dimensions | Essence Position | Length measurements relating to the size of the location in which the essence was catured | #REF! | | | | Node | |
| 777 | 07 | 01 | 17 | 10 | 00 | 00 | 00 | 00 | Media Dimensions | Media Dimensions | Length measurements relating to the size of the medium on which the essence was catured | #REF! | | | | Node | |
| 778 | 07 | 01 | 17 | 10 | 01 | 00 | 00 | 00 | Physical Media length (metres) | Phisical Media Length | The physical length of the medium on which the essence was captured | #REF! | UIMSBF | 4 bytes | | Type Node | |
| 779 | 07 | 01 | 17 | 11 | 00 | 00 | 00 | 00 | Image Dimensions | Image Dimensions | Length measurements relating to the physical size of the image formed in a capturing device | #REF! | | | | Node | |
| 780 | 07 | 01 | 17 | 11 | 01 | 00 | 00 | 00 | Pan and scan image dimensions | Pan and Scan Image Dimensions | Length measurements relating to pan and scan subsetting of a captured image | #REF! | | | | Node | |
| 781 | 07 | 01 | 17 | 11 | 01 | 01 | 00 | 00 | Viewport height | Viewport Height | The height of the viewed area within a captured image | #REF! | UInt16 | 2 bytes | | Type Node | |
| 782 | 07 | 01 | 17 | 11 | 01 | 02 | 00 | 00 | Viewport width | Viewport Width | The width of the viewed area within a captured image | #REF! | UInt16 | 2 bytes | | Type Node | |
| 783 | 07 | 01 | 20 | 00 | 00 | 00 | 00 | 00 | Abstract Locations | Abstract Locations | Abstract information about position | #REF! | | | | Node | |
| 784 | 07 | 01 | 20 | 01 | 00 | 00 | 00 | 00 | Place names | Place Names | Place information | #REF! | | | | Node | |
| 785 | 07 | 01 | 20 | 01 | 01 | 00 | 00 | 00 | Gazetteer used | Gazetteer Used | Reference to a formally registered gazetteer or a similar authoritative source of place keywords. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Type Node | |
| 785 | 07 | 01 | 20 | 01 | 02 | 00 | 00 | 00 | Place Keyword | Place Keyword | The geographic name(s) of location(s) covered by a data set. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 787 | 07 | 01 | 20 | 01 | 03 | 00 | 00 | 00 | Country Codes | Country Code | Country code information | #REF! | | | | Node | |
| 788 | 07 | 01 | 20 | 01 | 03 | 01 | 00 | 00 | Object Country Code | Country Code of Discripting | The code that represents the country depicted in the essence. | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Type Node | |
| 789 | 07 | 01 | 20 | 01 | 03 | 02 | 00 | 00 | Country code of shoot | Country Code of Shoot | Country where shooting took place | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Type Node | |
| 790 | 07 | 01 | 20 | 01 | 03 | 03 | 00 | 00 | Country code of Setting (Characterised Place) | Country Code of Setting | The country code of the country where the depicted action is set in the production | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Type Node | |
| 791 | 07 | 01 | 20 | 01 | 03 | 04 | 00 | 00 | Country code of Copyright License | Country Code of Copyright License | The country code of a country where copyright is licensed | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Type Node | |
| 792 | 07 | 01 | 20 | 01 | 03 | 05 | 00 | 00 | Country code of IP License | Country Code of IP License | The country code of a country where IP rights are licensed | #REF! | ISO 7-bit char | 4 chars max | See types dictionary | Type Node | |

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| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 793 | 07 | 01 | 20 | 01 | 04 | 00 | 00 | 00 | Regions | Regions Within A Country | Information about Regions within a country | #REF! | | | | Node | |
| 794 | 07 | 01 | 20 | 01 | 04 | 01 | 00 | 00 | Region of Object | Region Where Object Is Depicted | Region in a country where object is depicted | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 795 | 07 | 01 | 20 | 01 | 04 | 02 | 00 | 00 | Region of shoot | Region Where Shooting Took Place | Region within a country where shooting took place | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 796 | 07 | 01 | 20 | 01 | 04 | 03 | 00 | 00 | Region of Setting (Characterised Place) | Region Where The Depicted Action Is Set In The Position | The region of the country where the depicted action is set in the production | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 797 | 07 | 01 | 20 | 01 | 04 | 04 | 00 | 00 | Region or area of Copyright License | Region Where Copyright Is Licensed | The region of a country where copyright is licensed | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 798 | 07 | 01 | 20 | 01 | 04 | 05 | 00 | 00 | Region or area of IP License | Region Where IP Rights Are Licensed | The region of a country where IP rights are licensed | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 799 | 07 | 01 | 20 | 01 | 05 | 00 | 00 | 00 | Postal Address | Postal Address | Information about Postal Addresses | #REF! | | | | Node | |
| 800 | 07 | 01 | 20 | 01 | 05 | 01 | 00 | 00 | Room Number | Room Number | The room number of an address | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 801 | 07 | 01 | 20 | 01 | 05 | 02 | 00 | 00 | Street Number or Building name | Street Number of Building Name | An address line for the address. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 802 | 07 | 01 | 20 | 01 | 05 | 03 | 00 | 00 | Street | Street | An address line for the address. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 803 | 07 | 01 | 20 | 01 | 05 | 04 | 00 | 00 | Postal Town | Postal Town | An address line for the address. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 804 | 07 | 01 | 20 | 01 | 05 | 05 | 00 | 00 | City | City | The city of the address. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 805 | 07 | 01 | 20 | 01 | 05 | 06 | 00 | 00 | State or Province or County | State or Province | The state, province or county of the address. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 806 | 07 | 01 | 20 | 01 | 05 | 07 | 00 | 00 | Postal Code | Postal Code | The ZIP or other postal code of the address. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |
| 807 | 07 | 01 | 20 | 01 | 05 | 08 | 00 | 00 | Country | Country | The country of the address. | #REF! | ISO 7-bit char string | 32 bytes max | | Leaf | |

FIG.32

| | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 808 | 07 | 01 | 20 | 01 | 06 | 00 | 00 | 00 | Setting Address (Characterised Place) | Postal Addresses Depicted In The Setting of a Production | Information about postal addresses depicted in the setting of a production | #REF! | | | | | Node | |
| 809 | 07 | 01 | 20 | 01 | 06 | 01 | 00 | 00 | Setting room number | Setting Room Number | The room number of a depicted address | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 810 | 07 | 01 | 20 | 01 | 06 | 02 | 00 | 00 | Setting Street Number or Building name | Setting Street Number or Building Name | An address line for the depicted address | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 811 | 07 | 01 | 20 | 01 | 06 | 03 | 00 | 00 | Setting Street | Setting Street | An address line for the depicted address | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 812 | 07 | 01 | 20 | 01 | 06 | 04 | 00 | 00 | Setting Town | Setting Town | An address line for the depicted address | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 813 | 07 | 01 | 20 | 01 | 06 | 05 | 00 | 00 | Setting City | Setting City | The city of the depicted address. | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 814 | 07 | 01 | 20 | 01 | 06 | 06 | 00 | 00 | Setting State or Province or County | Setting State or Province | The state, province or county of the depicted address. | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 815 | 07 | 01 | 20 | 01 | 06 | 07 | 00 | 00 | Setting Postal Code | Setting Postal Code | The ZIP or other postal code of the depicted address. | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 816 | 07 | 01 | 20 | 01 | 06 | 08 | 00 | 00 | Setting Country | Setting Country | The country of the depicted address. | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 817 | 07 | 01 | 20 | 01 | 06 | 09 | 00 | 00 | Setting Description | Setting Description | eg. "A clearing in a wood" or "Falstaff's living room" | #REF! | | | | | Type Node | |
| 818 | 07 | 01 | 20 | 01 | 06 | 09 | 01 | 00 | Setting Description | Setting Description | eg. "A clearing in a wood" or "Falstaff's living room" | #REF! | ISO 7-bit char string | 127 chars max | | | Leaf | |
| 819 | 07 | 01 | 20 | 01 | 10 | 00 | 00 | 00 | Electronic Address | Electronic Address | Information about electronic addresses | #REF! | | | | | Node | |
| 820 | 07 | 01 | 20 | 01 | 10 | 01 | 00 | 00 | Telephone number | Telephone Number | Telephone number | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 821 | 07 | 01 | 20 | 01 | 10 | 02 | 00 | 00 | Fax number | Fax Number | Fax number | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 822 | 07 | 01 | 20 | 01 | 10 | 03 | 00 | 00 | e-mail address | E-Mail Address | e-mail address | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 823 | | | | | | | | | | | | #REF! | | | | | | |
| 824 | 07 | 02 | 00 | 00 | 00 | 00 | 00 | 00 | Date and Time | Date and Time | Information about dates and times | #REF! | | | | | Node | |
| 825 | 07 | 02 | 01 | 00 | 00 | 00 | 00 | 00 | Material Date and Time | Material Date and Time | Information about dates and times relating to captured material | #REF! | | | | | Node | |

| LSN | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | LSN | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 826 | 07 | 02 | 01 | 01 | 00 | 00 | 00 | 00 | Operational Date-Time Stamps | Operational Date-Time | Operating date and time information (i.e timecode) | #REF! | | | | | |
| 827 | 07 | 02 | 01 | 01 | 01 | 00 | 00 | 00 | Creation Date-Time stamp | Creation Date-Time | Time stamp for original material | #REF! | | | | Type Leaf | |
| 828 | 07 | 02 | 01 | 01 | 01 | 01 | 00 | 00 | Creation Date-Time stamp | Creation Date-Time | Time stamp for original material | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 829 | 07 | 02 | 01 | 01 | 02 | 00 | 00 | 00 | Last modified Date-Time stamp | Last Modified Date-Time | Time stamp for last modification of material | #REF! | | | | Type Leaf | |
| 830 | 07 | 02 | 01 | 01 | 02 | 01 | 00 | 00 | Last modified Date-Time stamp | Last Modified Date-Time | Time stamp for last modification of material | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 831 | 07 | 02 | 01 | 01 | 08 | 00 | 00 | 00 | User defined Date-Time stamp | User Defined Date-Time | Time stamp application defined by user application | #REF! | | | | Type Leaf | |
| 832 | 07 | 02 | 01 | 01 | 08 | 01 | 00 | 00 | User defined Date-Time stamp | User Defined Date-Time | Time stamp application defined by user application | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 833 | 07 | 02 | 01 | 02 | 00 | 00 | 00 | 00 | Absolute Date and Time | Absolute Date and Time | Absolute date and time information | #REF! | | | | Node | |
| 834 | 07 | 02 | 01 | 02 | 01 | 00 | 00 | 00 | Start Date Time | Production Start Date Time | Absolute time at start of creating the shot or clip. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 835 | 07 | 02 | 01 | 02 | 02 | 00 | 00 | 00 | End Date Time | Production End Date Time | Absolute time at end of creating the shot or clip. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 836 | 07 | 02 | 01 | 02 | 03 | 00 | 00 | 00 | Segment Start Date and Time | Segment Start Date and Time | Absolute time at the start of a segment within a shot or clip | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 837 | 07 | 02 | 01 | 02 | 04 | 00 | 00 | 00 | Segment End Date and Time | Segment End Date and Time | Absolute time at the end of a segment within a shot or clip | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 838 | 07 | 02 | 01 | 03 | 00 | 00 | 00 | 00 | Relative Date and Time | Relative Date and Time | Relative date and time information | #REF! | | | | Node | |
| 839 | 07 | 02 | 01 | 03 | 01 | 00 | 00 | 00 | Start Date Time | Media Start Date Time | Media time at start of shot or clip. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 840 | 07 | 02 | 01 | 03 | 02 | 00 | 00 | 00 | End Date Time | Media End Date Time | Media time at end of shot or clip. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |

FIG.33

| | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 841 | 97 | 02 | 01 | 03 | 03 | 00 | 00 | Segment Start Date and Time | Segment Start Date and Time | Media time at the start of a segment within a shot or clip | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 842 | 97 | 02 | 01 | 03 | 04 | 00 | 00 | Segment End Date and Time | Segment End Date and Time | Media time at the end of a segment within a shot or clip | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 843 | 97 | 02 | 02 | 00 | 00 | 00 | 00 | Material Durations | Time Durations | Information about time durations relating to captured material | #REF! | | | | Node |
| 844 | 97 | 02 | 02 | 01 | 00 | 00 | 00 | Absolute Durations | Absolute Time Durations | Absolute time duration information | #REF! | | | | Node |
| 845 | 97 | 02 | 02 | 01 | 01 | 00 | 00 | Time Duration | Time Duration | Length of the content in Time units. | #REF! | UILSBF | 4 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 846 | 97 | 02 | 02 | 01 | 02 | 00 | 00 | Segment Duration | Segment Duration | Duration of a segment within a shot or clip in Time units | #REF! | UILSBF | 4 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 847 | 97 | 02 | 02 | 01 | 03 | 00 | 00 | Frame Count | Frame Count | Length of the content in film frames. | #REF! | UILSBF | 4 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 848 | 97 | 02 | 02 | 01 | 04 | 00 | 00 | Segment frame count | Segment Frame Count | Duration of a segment within a shot or clip in film frames | #REF! | UILSBF | 4 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 849 | 97 | 02 | 02 | 01 | 05 | 00 | 00 | Textless black duration | Textless Black Duration | eg. 1 minutes after end of programme | #REF! | UILSBF | 4 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 850 | 97 | 02 | 02 | 02 | 00 | 00 | 00 | Relative Durations | Relative Durations | Relative time duration information | #REF! | | | | Node |
| 851 | 97 | 02 | 02 | 02 | 01 | 00 | 00 | Time Duration | Time Duration | Relative length of the content in Time units. | #REF! | UILSBF | 4 bytes | | Leaf |
| 852 | 97 | 02 | 02 | 02 | 02 | 00 | 00 | Segment Duration | Segment Duration | Duration of a segment within a shot or clip in Time units | #REF! | UILSBF | 4 bytes | | Leaf |
| 853 | 97 | 02 | 02 | 02 | 03 | 00 | 00 | Frame Count | Film Frame Interval | Length of the content in film frames. | #REF! | UILSBF | 4 bytes | | Leaf |
| 854 | 97 | 02 | 02 | 02 | 04 | 00 | 00 | Segment frame count | Segment Frame Interval | Duration of a segment within a shot or clip in film frames | #REF! | UILSBF | 4 bytes | | Leaf |
| 855 | 97 | 02 | 03 | 00 | 00 | 00 | 00 | Rights Date and Time | Rights Date and Time | Dates and Times relating to Copyright and Intellectual Property Rights | #REF! | | | | Node |
| 856 | 97 | 02 | 03 | 01 | 00 | 00 | 00 | Copyright Date and Time | Copyright Date and Time | Dates and Times relating to Copyright | #REF! | | | | Node |
| 857 | 97 | 02 | 03 | 02 | 00 | 00 | 00 | IP Rights Date and Times | IP Rights Date and Time | Dates and Times relating to Intellectual Property Rights | #REF! | | | | Node |
| 858 | 97 | 02 | 03 | 02 | 01 | 00 | 00 | License start date and time | License Start Date and Time | License start date and time | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 859 | 07 | 02 | 03 | 02 | 01 | 00 | 00 | 00 | Option start date and time | Option Start Date and Time | Option start date and time | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 860 | 07 | 02 | 03 | 02 | 02 | 00 | 00 | 00 | License end date and time | License End Date and Time | License end date and time | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 861 | 07 | 02 | 03 | 02 | 02 | 00 | 00 | 00 | Option end date and time | Option End Date and Time | Option end date and time | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 862 | 07 | 02 | 04 | 00 | 00 | 00 | 00 | 00 | Rights Durations | Rights Durations | Information about the duration of a copyright or Intellectual Property license | #REF! | | | | Node | |
| 863 | 07 | 02 | 04 | 01 | 00 | 00 | 00 | 00 | Copyright Durations | Copyright Durations | Information about the duration of a copyright license | #REF! | | | | Node | |
| 864 | 07 | 02 | 04 | 02 | 00 | 00 | 00 | 00 | IP Rights Durations | IP Rights Durations | Information about the duration of an Intellectual Property license | #REF! | | | | Node | |
| 865 | 07 | 02 | 04 | 02 | 01 | 00 | 00 | 00 | License duration | Lisence Duration | Information about the duration of a license | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 866 | 07 | 02 | 04 | 02 | 02 | 00 | 00 | 00 | Option duration | Option Duration | Information about the duration of a license | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 867 | 07 | 02 | 05 | 00 | 00 | 00 | 00 | 00 | Cataloguing Date and Time | Cataloguing Date and Time | Information about cataloguing and indexing | #REF! | | | | Node | |
| 868 | 07 | 02 | 05 | 01 | 00 | 00 | 00 | 00 | Creation Date and Time | Creation Date and Time | The creation date and time of the data set | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 869 | 07 | 02 | 05 | 02 | 00 | 00 | 00 | 00 | Last Modified | Last Modified Date | Date and time of last modification | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 870 | 07 | 02 | 06 | 00 | 00 | 00 | 00 | 00 | Event Date and time | Event Date and Time | Date and Time information relating to events | #REF! | | | | Node | |
| 871 | 07 | 02 | 06 | 01 | 00 | 00 | 00 | 00 | Absolute Date and Time | Absolute Event Date and Time | Absolute Date and Time information relating to events | #REF! | | | | Node | |
| 872 | 07 | 02 | 06 | 01 | 01 | 00 | 00 | 00 | Absolute start times | Absolute Event Start Times | Absolute Date and Time information relating to the start of events | #REF! | | | | Node | |
| 873 | 07 | 02 | 06 | 01 | 01 | 01 | 00 | 00 | Project Mission Start Date and Time | Project Start Date and Time | The absolute beginning date and time of the project or mission | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |

FIG.34

| | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 874 | 07 | 02 | 06 | 01 | 01 | 02 | 00 | 00 | Scene Start Date and Time | Scene Start Date and Time | The absolute beginning date and time of the scene, or shot. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 875 | 07 | 02 | 06 | 01 | 01 | 03 | 00 | 00 | Shot Start Date and Time | Shot Start Date and Time | The absolute beginning date and time of the shot. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 876 | 07 | 02 | 06 | 01 | 01 | 10 | 00 | 00 | Broadcast Start Date and Time | Broadcast Start Date and Time | Absolute start date and time of a specific broadcast | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 877 | 07 | 02 | 06 | 01 | 01 | 02 | 00 | 00 | Absolute end times | Absolute End Times | Absolute Date and Time information relating to the end of events | #REF! | | | | Node |
| 878 | 07 | 02 | 06 | 01 | 02 | 01 | 00 | 00 | Project Mission End Date and Time | Project End Date and Time | The absolute ending date and time of the project or mission | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 879 | 07 | 02 | 06 | 01 | 02 | 02 | 00 | 00 | Scene End Date and Time | Scene End Date and Time | The absolute ending date and time of the scene, or shot. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 880 | 07 | 02 | 06 | 01 | 02 | 03 | 00 | 00 | Shot End Date and Time | Shot End Date and Time | The absolute ending date and time of the shot. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 881 | 07 | 02 | 06 | 01 | 02 | 10 | 00 | 00 | Broadcast End Date and Time | Broadcast End Date and Time | Absolute end date and time of a specific broadcast | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 882 | 07 | 02 | 06 | 02 | 00 | 00 | 00 | 00 | Relative Date and Time | Relative Date and Time | Relative Date and Time information relating to events eg Two days and five hours after | #REF! | | | | Node |
| 883 | 07 | 02 | 06 | 02 | 01 | 00 | 00 | 00 | Relative start times | Relative Event Start Times | Relative Date and Time information relating to the start of events | #REF! | | | | Node |
| 884 | 07 | 02 | 06 | 02 | 01 | 01 | 00 | 00 | Project Mission Start Date and Time | Project Mission Start Date and Time | The relative beginning date and time of the project or mission | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 885 | 07 | 02 | 06 | 02 | 01 | 02 | 00 | 00 | Scene Start Date and Time | Scene Start Date and Time | The relative beginning date and time of the scene, or shot. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 886 | 07 | 02 | 06 | 02 | 01 | 03 | 00 | 00 | Shot Start Date and Time | Shot Start Date and Time | The relative beginning date and time of the shot. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 887 | 07 | 02 | 06 | 02 | 01 | 10 | 00 | 00 | Broadcast Start and Time | Broadcast Start and Time | Relative start time of a specific broadcast within a parent programme | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 888 | 07 | 02 | 06 | 02 | 02 | 00 | 00 | 00 | Relative end Times | Relative End Times | Relative Date and Time information relating to the end of events | #REF! | | | | Node |
| 889 | 07 | 02 | 06 | 02 | 02 | 01 | 00 | 00 | Project Mission End Date and Time | Project End Date and Time | The relative ending date and time of the project or mission | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 890 | 07 | 02 | 06 | 02 | 02 | 02 | 00 | 00 | Scene End Date and Time | Scene End Date and Time | The relative ending date and time of the scene, or shot. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |
| 891 | 07 | 02 | 06 | 02 | 02 | 03 | 00 | 00 | Shot End Date and Time | Shot End Date and Time | The relative ending date and time of the shot. | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 892 | 07 | 02 | 06 | 02 | 02 | 10 | 00 | 00 | Broadcast End Time | Relative Broadcast End Time | Absolute end time of a specific broadcast within a parent programme | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 893 | 07 | 02 | 07 | 00 | 00 | 00 | 00 | 00 | Event Durations | Event Durations Information | Duration information relating to events | #REF! | | | | Node | |
| 894 | 07 | 02 | 07 | 01 | 00 | 00 | 00 | 00 | Absolute Durations | Absolute Durations Information | Absolute duration in time units | #REF! | | | | Node | |
| 895 | 07 | 02 | 07 | 01 | 01 | 00 | 00 | 00 | Time Duration | Time Duration | The absolute duration of an event | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 896 | 07 | 02 | 07 | 02 | 00 | 00 | 00 | 00 | Relative Durations | Relative Durations | Relative duration in time units | #REF! | | | | Node | |
| 897 | 07 | 02 | 07 | 02 | 01 | 00 | 00 | 00 | Time Duration | Time Duration | The relative duration of an event | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | Leaf | |
| 898 | 07 | 02 | 08 | 00 | 00 | 00 | 00 | 00 | Editing Date and Time | Editing Date and Time | | #REF! | | | | Node | |
| 899 | 07 | 02 | 08 | 01 | 00 | 00 | 00 | 00 | Length | Edit Length | Duration in edit units of essence | #REF! | Length | 8 bytes | | Leaf | W25.52 |
| 900 | 07 | 02 | 08 | 02 | 00 | 00 | 00 | 00 | Position | Edit Position | Specifies time event starts | #REF! | Position | 8 bytes | | Leaf | W25.52 |
| 901 | 07 | 02 | 08 | 03 | 00 | 00 | 00 | 00 | StartTime | Start Time | Specifies relative start time | #REF! | Position | 8 bytes | | Leaf | W25.52 |
| 902 | 07 | 02 | 08 | 04 | 00 | 00 | 00 | 00 | FadeInLength | Fadein Length | Specifies length of audio fade in | #REF! | Length | 8 bytes | | Leaf | W25.52 |
| 903 | 07 | 02 | 08 | 05 | 00 | 00 | 00 | 00 | FadeOutLength | Fadeout Length | Specifies length of audio fade out | #REF! | Length | 8 bytes | | Leaf | W25.52 |
| 904 | 07 | 02 | 08 | 06 | 00 | 00 | 00 | 00 | CutPoint | Cut Point Standard | Specifies the cutpoint | #REF! | Position | 8 bytes | | Leaf | W25.52 |
| 905 | 07 | 02 | 08 | 07 | 00 | 00 | 00 | 00 | Time | Time Standard | Specifies time | #REF! | Rational | 8 bytes | | Leaf | W25.52 |
| 905 | 07 | 02 | 08 | 08 | 00 | 00 | 00 | 00 | LastModified | Last Edit Date | Specifies the date the container was last modified | #REF! | TimeStamp | | | Leaf | W25.52 |

FIG.35

| | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 907 | 07 | 02 | 08 | 09 | 00 | 00 | 00 | 00 | LastModified | ID of Last Edit Result | Identifies time mob was last modified | #REF! | TimeStamp | | | | Leaf | W25.52 |
| 909 | 07 | 02 | 08 | 0A | 00 | 00 | 00 | 00 | CreationTime | Date and Time of Last Production | Identifies time mob was created | #REF! | TimeStamp | | | | Leaf | W25.52 |
| 909 | 07 | 02 | 08 | 0B | 00 | 00 | 00 | 00 | DefaultFadeLength | Speech Soft Cut Default Standard | Specifies the default length of audio soft cuts | #REF! | Length | 8 bytes | | | Leaf | W25.52 |
| 910 | 07 | 02 | 08 | 0C | 00 | 00 | 00 | 00 | DefFadeEditUnit | Fadein Default Standard | Specifies time units for DefaultFadeLength | #REF! | Rational | 8 bytes | | | Leaf | W25.52 |
| 911 | 07 | 02 | 08 | 0D | 00 | 00 | 00 | 00 | EventMobSlot_EditRate | Event Time Unit Standard | Specifies the time units for the slot | #REF! | Rational | 8 bytes | | | Leaf | W25.52 |
| 912 | 07 | 02 | 08 | 0E | 00 | 00 | 00 | 00 | TimelineMobSlot_EditRate | Slot Time Unit Standard | Specifies the time units for the slot | #REF! | Rational | 8 bytes | | | Leaf | W25.52 |
| 913 | 07 | 02 | 08 | 0F | 00 | 00 | 00 | 00 | Identification_Date | Last Modified Date | Specifies the date the container was modified by application | #REF! | TimeStamp | | | | Leaf | W25.52 |
| 914 | 07 | 02 | 08 | 10 | 00 | 00 | 00 | 00 | Origin | Starting Offset for The Slot | Specifies the starting offset for the slot | #REF! | Position | 8 bytes | | | Leaf | W25.52 |
| 915 | 07 | 02 | 10 | 00 | 00 | 00 | 00 | 00 | Process Date and time | Date and Time of Process | Date and Time information relating to Process | #REF! | | | | | Node | |
| 916 | 07 | 02 | 10 | 01 | 00 | 00 | 00 | 00 | Technical Modification date and time | Date and Time of Technical Modification | The date and time of a purely technical modification, not affecting editorial material | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | | Leaf | |
| 917 | 07 | 02 | 10 | 02 | 00 | 00 | 00 | 00 | Editorial Modification date and time | Date and Time of an Editorial Modification | The date and time of an editorial modification | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | | Leaf | |
| 918 | 07 | 02 | 10 | 03 | 00 | 00 | 00 | 00 | Broadcast Date and Time | Date and Time of a Broadcast | The date and time of a Broadcast | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | | Leaf | |
| 919 | 07 | 02 | 10 | 04 | 00 | 00 | 00 | 00 | Cessation Date and Time | | Earliest allowed time for destruction of a specific recording/physical copy | #REF! | UILSBF | 8 bytes | Bitwise mapping of 64-bit timecode into 8 bytes, lsb first | | Leaf | |
| 920 | 07 | 02 | 20 | 00 | 00 | 00 | 00 | 00 | Setting Date and Time (Characterised Time Period) | Setting Date and Time | Time period(s) characterized by the data set | #REF! | | | | | Node | |
| 921 | 07 | 02 | 20 | 01 | 00 | 00 | 00 | 00 | Time period Keyword Thesaurus | Keyword Validity | Reference to a formally registered thesaurus or a similar authoritative source of temporal keywords. | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 922 | 07 | 02 | 20 | 02 | 00 | 00 | 00 | 00 | Time period Keyword | Time Period Keyword | The name of a time period covered by a data set. Eg Cretaceous | #REF! | ISO 7-bit char string | 32 bytes max | | | Leaf | |
| 923 | 07 | 03 | 00 | 00 | 00 | 00 | 00 | 00 | Delay | Delay | Information about Delay durations | #REF! | | | | | Node | |
| 924 | 07 | 03 | 01 | 00 | 00 | 00 | 00 | 00 | Encoding/Decoding | Encoding/Decoding Information | Information about delay durations in encoding or decoding processes | #REF! | | | | | Node | |

| Line # | SMPTE label | | | | | | | | Data Element Name | Japanese Names | Data Element Definition | Line # | Type | Value Length | Value Range | Node/Leaf | Defining Document |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 925 | 07 | 03 | 01 | 01 | 00 | 00 | 00 | 00 | Encoding Delay | Encoding Delay Time | Information about delay durations in encoding processes | #REF! | | | | Node | |
| 925 | 07 | 03 | 01 | 02 | 00 | 00 | 00 | 00 | Decoding Delay | Decoding Delay Time | Information about delay durations in decoding processes | #REF! | | | | Node | |
| 927 | 07 | 03 | 01 | 02 | 01 | 00 | 00 | 00 | Buffer Delay | Buffer Delay Time | Buffer delay per definition in SDTI-CP (E&M) | #REF! | as per standard | | | Leaf | |
| 928 | 07 | 04 | 00 | 00 | 00 | 00 | 00 | 00 | Latency | Latency Information | Information about response times | #REF! | | | | Node | |
| 929 | 07 | 05 | 00 | 00 | 00 | 00 | 00 | 00 | *Temporal shape (Shuttering etc) [PLACEHOLDERS]* | Information About Temporal Characteristics | Information about temporal characteristics of processes | #REF! | | | | Node | |
| 930 | 07 | 05 | 01 | 00 | 00 | 00 | 00 | 00 | *Shutter characteristics [placeholder]* | Shutter Characteristics | Shutter characteristics. | #REF! | | | | Node | |
| 931 | 07 | 05 | 02 | 00 | 00 | 00 | 00 | 00 | *Shutter speed [placeholder]* | Shutter Speed | Shutter speed | #REF! | | | | Node | |
| 932 | 07 | 05 | 03 | 00 | 00 | 00 | 00 | 00 | *Shutter Gating [placeholder]* | Shutter Gating Characteristics | Shutter Gating characteristics | #REF! | | | | Node | |
| 933 | 0E | 00 | 00 | 00 | 00 | 00 | 00 | 00 | USER ORGANISATION REGISTERED | Class 14 User Data | Class 15 is reserved for user organisation registered metadata | #REF! | | | | Node | |
| 934 | 0E | 01 | 00 | 00 | 00 | 00 | 00 | 00 | Publicly registered user organisation metadata | Co-Used Registered Metadata | | #REF! | | | | Node | |
| 935 | 0E | 02 | 00 | 00 | 00 | 00 | 00 | 00 | Privately registered user organisation metadata | Private Metadata | | #REF! | | | | Node | |
| 936 | 0E | 02 | 01 | 00 | 00 | 00 | 00 | 00 | DoD Metadata | Matadata for U.S. Department of Defence Agencies | Metadata for U.S. Department of Defense agencies. | #REF! | | | | Node | |
| 937 | 0E | 02 | 02 | 00 | 00 | 00 | 00 | 00 | UAV Metadata | UAV Metadata | UAV Metadata | #REF! | | | | Node | |
| 938 | 0E | 02 | 03 | 00 | 00 | 00 | 00 | 00 | RQ1A Metadata | RQ1A Metadata | RQ1A Metadata | #REF! | | | | Node | |
| 939 | 0E | 02 | 03 | 01 | 00 | 00 | 00 | 00 | RQ1A Closed Caption Set | RQ1A Matadata From RQ1A Closed Caption | RQ1A Metadata Set containing metadata information from analog closed caption | #REF! | | | | Node | |
| 940 | 0F | 00 | 00 | 00 | 00 | 00 | 00 | 00 | EXPERIMENTAL METADATA | Class 15 Experimental Metadata | Class 15 Meladata is for experimental metadata. Users may create their own structures consistent with the metadata Encoding standard. | #REF! | | | | Node | |

FIG.36

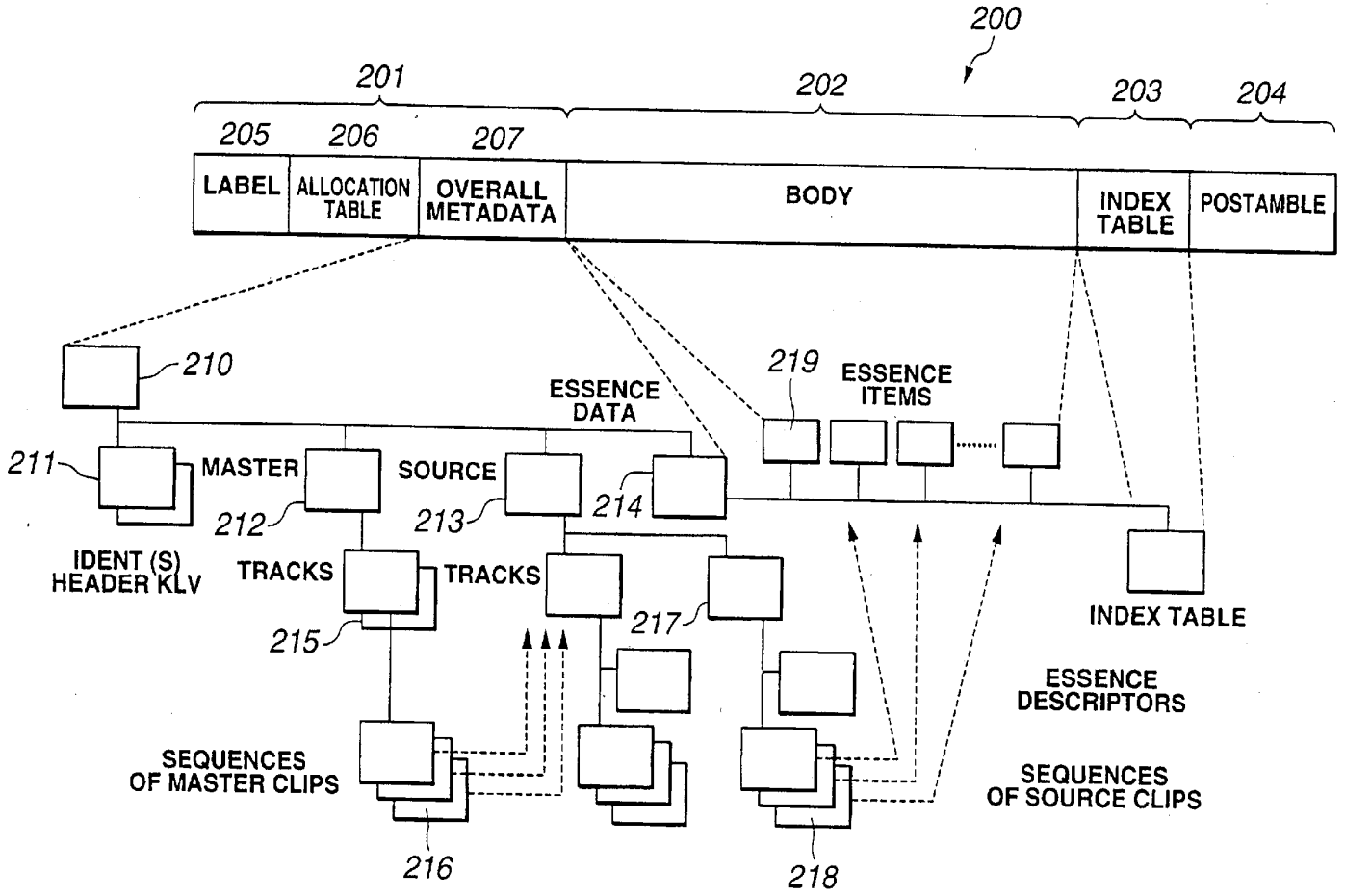
200
201
202
203
204
205
206
207
LABEL
ALLOCATION TABLE
OVERALL METADATA
BODY
INDEX TABLE
POSTAMBLE
210
211
MASTER
212
SOURCE
213
214
ESSENCE DATA
219
ESSENCE ITEMS
IDENT (S) HEADER KLV
TRACKS
TRACKS
215
217
INDEX TABLE
ESSENCE DESCRIPTORS
SEQUENCES OF MASTER CLIPS
SEQUENCES OF SOURCE CLIPS
216
218

FIG.37

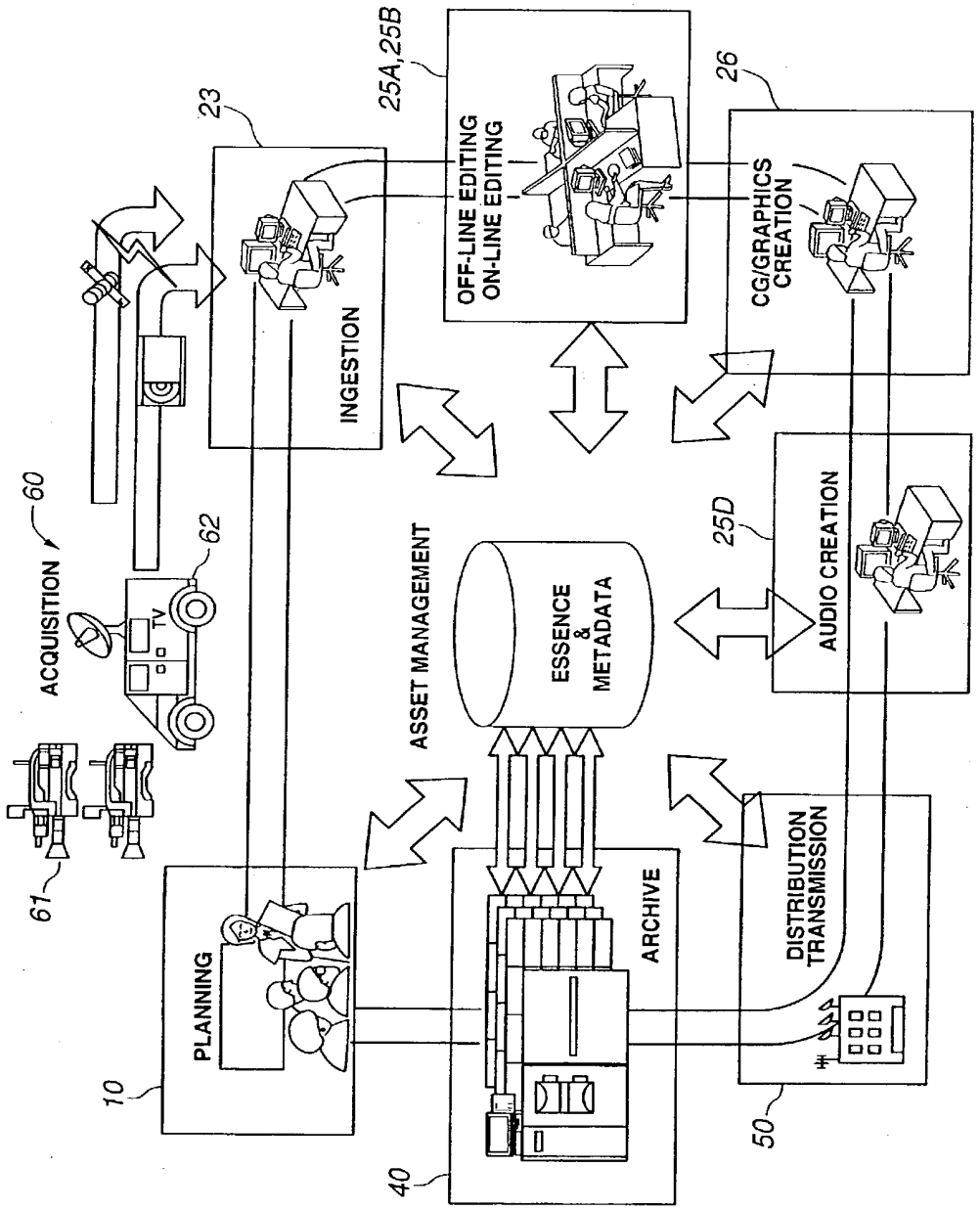
25A,25B
23
26
OFF-LINE EDITING
ON-LINE EDITING
INGESTION
CG/GRAPHICS
CREATION
60
ACQUISITION
62
TV
ASSET MANAGEMENT
ESSENCE
&
METADATA
25D
AUDIO CREATION
61
PLANNING
ARCHIVE
DISTRIBUTION
TRANSMISSION
10
40
50

FIG.38

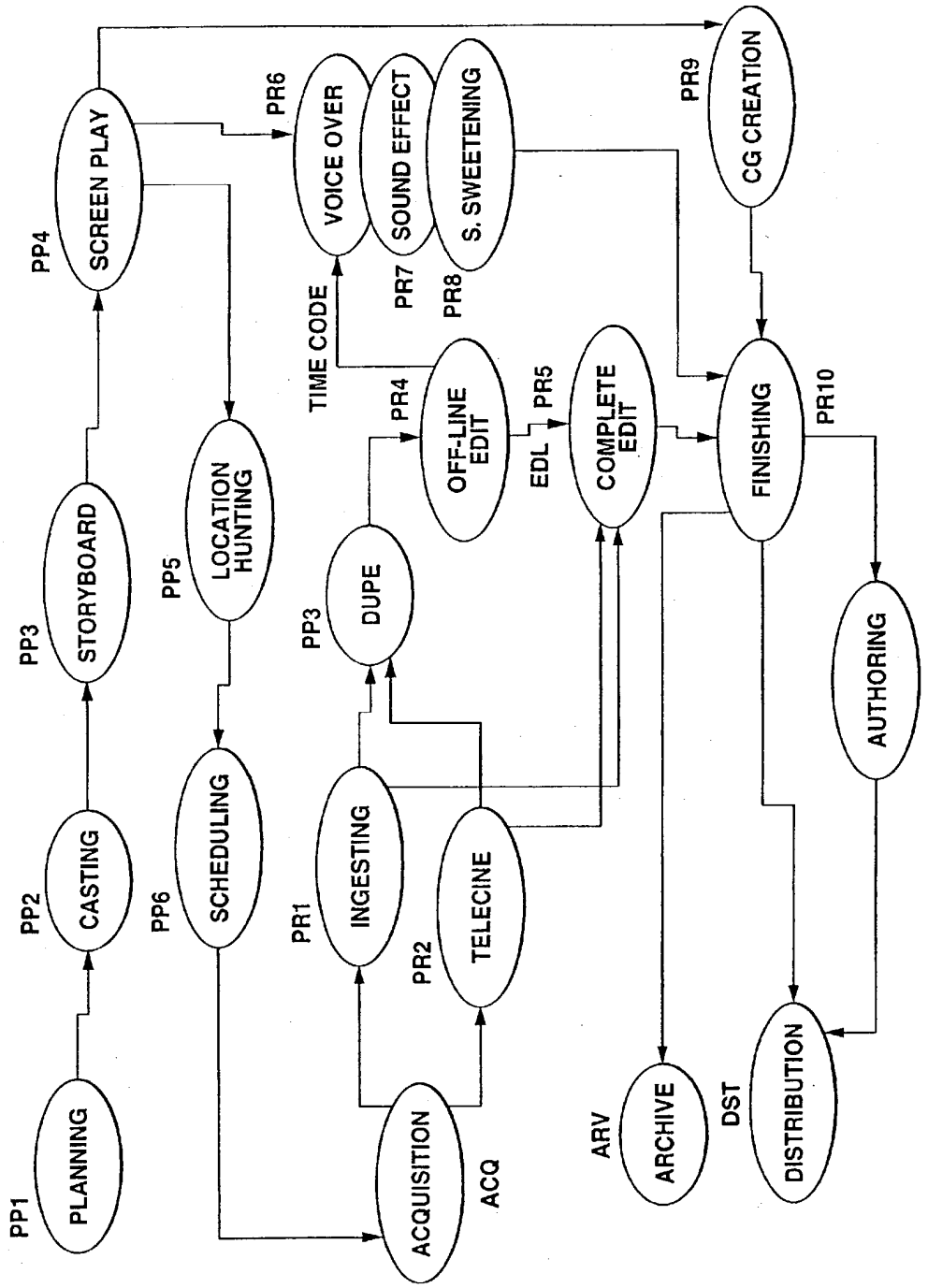
PP1
PLANNING
PP2
CASTING
PP3
STORYBOARD
PP4
SCREEN PLAY
PP5
LOCATION HUNTING
PP6
SCHEDULING
ACQ
ACQUISITION
PR1
INGESTING
PR2
TELECINE
PP3
DUPE
PR4
OFF-LINE EDIT
EDL
PR5
COMPLETE EDIT
TIME CODE
PR6
VOICE OVER
PR7
SOUND EFFECT
PR8
S. SWEETENING
PR9
CG CREATION
FINISHING
PR10
AUTHORING
ARV
ARCHIVE
DST
DISTRIBUTION

FIG.39